February 1992 No. 120
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SU

SINCLAIR US
For ALL Spectrum ow



WORLD EXCLUSIVE
SPACE GUN

GREAT 8
GAMES
UTILITIES
& CHEATS

No Great 8?
Ask your
Newsagent

WWF
PRIZE
GIVEAWAYS!

CAPTAIN PLANET!
Can he save us?

ON TAPE! Arcade adventure with Gremlin's Marsport, Saga of a Mad Barbarian and the SU Prize game Sweevo's World

PLUS! Get the tools for that programing job with the TK 50 Toolkit, a complete disassembler, Music, Tips and Pokes!

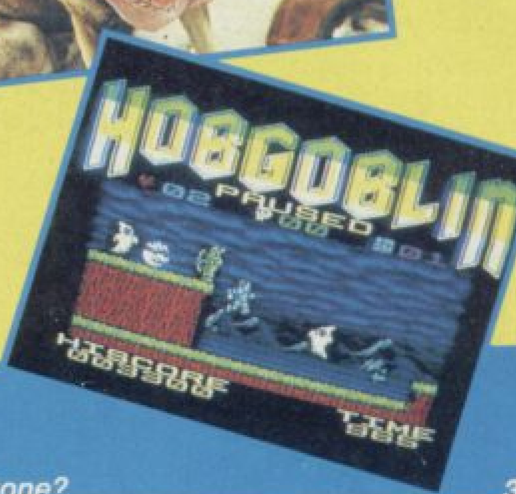


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contents



There are no dogs in this issue. We only review the best games in SU. Who wants to know what NOT to buy?



SOFTWARE

REGULARS



HACKING SQUAD 12

Hannah Smith's cheats with the best and her tips are legendary.

WIN WIN WIN! 16

WWF videos are up for grabs courtesy of those *OCEAN* bods. Hulk Hogan in your living room! You'd better move all the breakable stuff out of the lounge first though.



Space Gun. An SU Silver award and one of the best shoot-em ups we've seen in a while. Turn to page 17 for the def review. Meanwhile, here's just one of the aliens...

GREAT EIGHT 4

We've got it all this month. Games-a-plenty with **MARSPORT** from Gargoyle Games, have fun playing **SAGA OF A MAD BARBARIAN** and don't forget the **SU PRIZE GAME - SWEEVO'S WORLD!** We've got techie bits too with the TK**50 Toolkit** - a superb tool for any programmer, and a **DISASSEMBLER** to rip your code around. **MUSIC TOP 10** that makes your Spectrum jump and a crop of load-in cheats in **TIPS AMAZING** and Graham Mason's very own **POKEMANIA!**





EDITOR: Commander Coloninabadway - DESIGN: Captain Ooneneeky Cheeky - SOFTWARE EDITOR: Star Commander Angus Headrush - ADDITIONAL DESIGN: Earthling Jane Davies - -SU CREW: Garth 'Space Cowboy' Sumpter - John 'B'tardy' Cook; Alan " Dykes; Pete 'Astro' Gerrard; Phillip 'Black Hole' Fisch; - AD MANAGER: Jerry 'Astonomical' Hall - AD PRODUCTION: Jo 'Goodbye Girl' Gleissner - MARKETING MAN.: Mark 'Hard to..' Swallow - MARKETING WOMEN: Sarah Ewing; Sarah Hilliard - PUBLISHER: Graham Taylor - MANAGING DIRECTOR: Terry Pratt - (c)1992 EMAP IMAGES - 071 - 251 6222 (bring,,bring!) - FAX 071- 490 1095 (beep,..beep) - SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU - Colour by Proprint - Printed by Kingfisher Web. No part of this magazine may be reproduced without the consent of the publishers. So there. Incidentally, I hope you all got what you wanted for Christmas. I, Fnot the Irreverent, have got what I wanted - I'm rid of the pesky SU Crew and have got my hands on their magazine - in a short while now, my plans for Earth domination will be complete - and the SU Crew are stuck are the other side of the galaxy - No-one can save the Earth now!

PRIZE GAME THE
SWEEVOS WORLD

SWEEVO'S WORLD 48K only

Sweevo is a robot. He's not bright, he's clumsy and will be switched off permanently unless he can pass a simple test. He must clean up a planet - perversely enough by destroying the very organisms that were meant to keep it clean, the Waste Ingestion and the Janitor Units. They're pretty annoying things to deal with too, but each of them has a peculiar weakness which can be used to attract them...



CONTROLS

JOYSTICK

Kempston, Interface 2 and cursor.

KEYBOARD

QWERT - up left
YUIOP - up right
ASDFG - down left
HJKL, ENTER - down right
Bottom Row - Pick Up, Drop
SYMBOL SHIFT and 0 - Freezes the game.

THE SU PRIZE GAME

Yup! It's the world's wackiest competition. You've already got the spiffing game SWEEVO'S world on the SU Great Eight tape. All you now have to do to play it, is to work out what the password is by sorting out the following cryptic clue. Once you've worked it out, then enter the PASSWORD when prompted by the program and... voila! You can play the whole game. C'est formidable n'est-ce pas? Okay, so you've got SWEEVO'S WORLD, loaded it, and it's asked you for the PASSWORD. Well, look no further Mr Boris Plod of Scunthorpe, here's the clue...
"The English on safari shoot some fancy bread."

PASSWORD PHONELINE

If you can't work out the password from the clue, don't worry. The full answer will be printed on these pages next month, but if you can't wait that long, then you can ring up the password phoneline. Each call costs less than a quid and it'd cost £3.99 on budget.

0839 500819

Calls cost 36p per minute cheap rate and 48p per minute at other times.

PASSWORDS

There have been a few of you who have missed some of the PASSWORDS to previous SU prize games. So, for all of you out there who've forgotten it or have thrown away the issue with the password printed in it, here's a quick run-down of ALL the passwords to date:

JUNE	CEASEFIRE	
Password	PETAL	
JULY	TWINZ	
Password	DUMPS	
AUGUST -	HYDROFOOL	
Password	DEVIL	
SEPTEMBER	NO PASSWORD!	Wow!
OCTOBER	NO PASSWORD!	Cor!
NOVEMBER	HEARTLAND	
Password	PLANE	
DECEMBER	LIGHTFORCE	
Password	MISER	
JANUARY -	SHOCKWAY RIDER	
Password	SANTA	

TIPS AMAZING

Lee Thompson gets to grips with a bumper bag of cheats. Just load in the tape and choose the game you want the tip or cheat for and voila mes enfants! C'est chic, c'est superb!

TIPS AMAZING CHEATS

- Simpsons
- Terminator 2
- Mountain Bike (Codies)
- Hudson Hawk
- Chevy Chase
- Super Space Invaders
- Robozone
- Lemmings
- Pro Mountain Bike (Alternative)
- Top Cat in Beverly Hills
- CJ in the USA
- Spike in Transilvania
- Exterminator
- Moonwalker
- Kick Off 2
- Rodland
- World Cricket



SAGA OF A MAD BARBARIAN

48/128K To load enter 48K mode and type LOAD""

Fresh from the warped and turgid imagination of Psychedelic Hedgehog Software (eh?) comes this text and graphics adventure that follows the trials of Moronik Insanebeast, a mighty and mightily stupid nine-foot barbarian.
Beginning the game in the city of Anvas armed only with his trusty leather codpiece (in which he stores all his money and provisions), Moronik decides that fame and fortune lie to the South in the realm of the Cranai people who are being attacked by Ventriturdians at Dros Delpox where the Cranai are making their last stand. The only power that can save them is the fabled Armour of Tin. He must find it and return it to Puss the Legend, so saving the Cranai and ensuring himself wads of cash and a clean codpiece.

CONTROLS

Interaction is by keyboard. You type in the command and Moronix will carry it out - as long as he understands it.
You can put simple verb/noun combinations together like "Nut grey thing" and he may well understand.... or not. (He is a bit simple after all!) Move him around the world with the usual North, South (or N and S) commands and try to keep him breathing eh?

USEFUL COMMMANDS & ABBREVIATIONS

Here's a list of the most used commands with the keyboard abbreviation where appropriate.

LOOK (L)	
EXAMINE (EX)	**PUSH**
ENTER or GO	**HELP**
TAKE or GET	**HIT**
DROP or THROW	**KILL**
INVENTORY (I)	**USE**
PULL	**GIVE**



GREAT 8

POKEMANIA

Graham Mason

All the very latest games POKEd to the max. Just load the program, select the game you want POKEd and then load the game in as normal.

Terminator 2
Simpsons
Darkman
Paperboy II
Smash TV
Turtles Arcade



You can really kick alien butt once you've loaded in our on-tape cheat!

MUSIC TOP 10

48/128K

For all of those 48K owners who are fed up with 128K owners bragging about how superior their sound chips are, this demo takes the 48K beeper to new and amazing heights. Don't believe it? Just slap it on and see matey!

TOOLKIT

Trustier than Old Shep the Sheepdog, the TK 50 Toolkit is a boon to Spectrum programmers ecerywhere. - here's a brief run down of some of the 20 commands that are included in the package.

0 - HEX - DEC converts until Q is hit.
1 - DEC - HEX converts until Q is hit
2 - REM KILL - Wipes all REM's in code.
3 - VARIABLE LIST - displays INT variables names.
4 - COPY CAT - Copies cassette files.
5 - SCREEN GRID - displays chequered screen of squares to quickly check screen positions.
6 - TAPE READER - Reads headers and dispalys code lengths, BASIC start lines etc.
7 - COLOUR RESET - changes the command screen colour from the default to white on blue.
8 - COMPRESS NO - puts numbers in BASIC into VAL"" saving lots of space.
9 - APP STATEMENT - Does "EDIT" of BASIC line putting cursor at end..

And many, many more!

NOTE

On the main menu do not use the Contents command.

For full instructions for the toolkit returned to you in five days, send a stamped addressed envelope to: PROPAC P.D. 153 Pickhurst Rise, West Wickham, KENT BR4 0AG.

MARSPORT 48K only

to load use 48K option and type LOAD"" and press ENTER.

This game is the final part of the Gremlin adventure trilogy and takes the Gremlin adventure trio a close. Marsport is played in real time and was one of the first truly interactive arcade adventures ever. A piece of Spectrum history

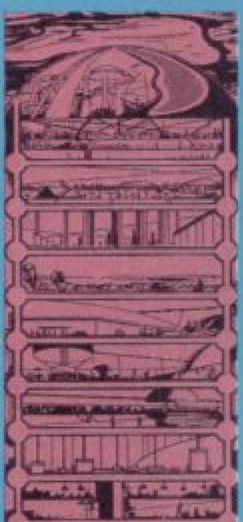
HOW TO PLAY

Marsport is a real time adventure which has you pursuing three main objectives.

You must locate the M-Central computer. This is somewhere in the city and you must travel around each of the ten levels going up or down by express tube. But beware. Tubes are sometimes one way.

Also, you must gain access to Muller's original Sphere plans which are held in M-Central's inner sanctum. You will have to re-explore the city of Marsport as new areas of the city, previously unexplorable, are now open to you.

And finally, leave the city with the plans intact. This could actually prove the hardest.



KEYS

Walk Left/Right -	alternate keys on the bottom row.
Enter a door -	ENTER key.
Camera Left/Right -	alternate keys on the second row.
Pick Up/Drop -	alternate keys on the third row.
Select object -	top row keys, 2, 3, 7, 8, 9.
Fire -	The four corner keys, 1, 0, CAPS SHIFT and SPACE
Autorun -	4
Freeze -	5
Return to Options -	6

Top Tips

Map the game carefully. Marsport is big and on many levels, so it's easy to get lost.

Get a weapon. It's hard work avoiding trouble all the time.

Examine problems carefully, solutions are often made from assembling objects together. There are always clues to the problems that are faced.

Save the game regularly - it takes less than a minute.

IN THE CITY

ALIENS - All are hostile and deadly. Avoid them, fight them but don't ignore them.

ROBOTS - All have been deployed by M-Central to guard the plans; some are harmlessly gathering information, but some are warden robots that may mistake you for the Sept.

SUPPLY UNITS - Found on walls, these serving hatch-like units are the main source of items in the game.

LOCKERS - Used for storing your items.

REFUSE - We don't drop things in this game. Oh no. Environmentally friendly, we dispose on unwanted trash.

CHARGE - The power supply.

FACTOR - This unit will assemble two or more units together to make a new object (as long as the new item is a logical product of the others).

KEY - Some doors and wall units will require a key object to be inserted in a nearby KEY STATION before they will open. Other doors may require a more thoughtful solution.

VIDTEX - These units provide info displayed on a large video screen.

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UPfront

Cisco Fiasco

Mirrorsoft's latest release Cisco Heat, the cop car racing game, has a major bug, that means the game will not run on older +2 Spectrums and Spectrum 128's. Although it runs perfectly on +3 and later model +2 Spectrums, the bug causes no picture to be present once you've loaded the game. Return the games to the shop you bought it from or alternatively get in touch with Mirrorsoft directly.
The Customer Services number is 071 261 9455



Gripping Model

Yet another strange joystick has materialised for you to wrestle with. The KTRON stealth looks like a high tech boomerang but doesn't fly too well although it is said to be ergonomically dsigned to fit your grip, and have fast action fire buttons, high speed autofire, microswitches for speed and reliability and guareented for 5,000,000 operations. Details of price and availability can be got directly from KTRON on 0685 722509.





The Spectrum computer quietly celebrated its tenth birthday last month on the 18th December 1991. Ten years ago it was shipped out into shops costing £125 for the 16K version and £175 for the amazing 48K, all singing, all dancing, mega memory version. Over 3 and a half million of the litle suckers in various guises have been produced over that time and there are over 170,000 Spectrums in houses around the country. So, let's all hear it for the Spectrum. Without doubt one of the fastest thinking ten year olds in the world!

SU CREW

Greetings Earthlets! As delivered to you last month by my own gargantuan intellect, the motley group you have come to know so dearly as The SU Crew no longer exist and I, Fnot the Irreverent, have replaced them with my own minions, a band so awesome in intellegence that spelling mistakes, typographical errors and yeh, even black type on black backgrounds will be a thing of the past! So let us waste little time in re-introducing to you the new SU Crew.

Commander Coloninabadway



Unfortunately I have to report that the Commander and one other member of my normally faithful, yet slightly sycophantic, crew have gone AWOLS (Absent With Out Life Support) this month. Whilst parading around Shepherd's Bush showing anyone who would listen his abnormally large dough rolling accessories, he was abducted by three men in blue uniforms who felt it necessary to rearrange his eating digits to resemble black and white piano keys. The Commander has not been heard of since, despite many reconnaissance missions.

S. C. Angus Headrush



S.C. Headrush was dispatched without delay to retrieve the Commander. Armed only with a sawn off ukelele and a weeks supply of irradiated bagels. Headrush soon picked up the trail and recently reported that he had heard rumours of a flabby pink mammal scouring the Welsh countryside in search of wheat. There is hope that this is the Crew leader and news has just broken that a strange duo have been seen walking slowly down the M1 towards London singing old Mary Hopkins numbers, thumbing it

Captain Ooneneeky Cheeky



It's hard to keep tabs on Cheeky because she is a rare cross breed of Shiple Throb and South American Horny Toad and thus can change form in different temperatures. Unfortunately this is not possible to control and once, during a ceremonial dinner commemorating the birth of our race in front of the High Admiral of the Fleet, the waiter bought the coffee jug too close to her body and she instantly turned into a South American pig farmer with severe bowel problems and little regard for personal hygene. The whole affair was very embarrassing, especially when Commander Coloninabadway remarked on what a close resemblance she bore to the Admiral's mother.

Science Officer Star Label



Star Label is the lightweight member of the crew - he weighs less than a second hand curry on a bad night. He's taken over from Chief Science Officer Blogg after it was found that Blogg was not only reading an extremely illegal, black market copy of 'Asphalt Users Monthly', outlawed for 3000 years on planet Wimpy for its controversial statements regarding the use of black gravel for thicker paint, but also reciting verses and memorandums from previous Asphalt Workers' meetings. Star Label is therefore in and he assures us that he will make a concrete contribution to the rest of the crew.

upfront

Galactic Exclusive!

SU CREW FOUND!!

The saga of the SU Crew kidnapping took a new turn this week when we received exclusive pictures of the Crew. It would appear that since their kidnapping by the strange space aliens that have taken over SU, the Crew have been dumped several thousand light years away and are currently trying to work their passage back to Earth posing as a touring interstellar band called 'Lost In Space'. Our deep space correspondent reports sighting Garth and Big Al' of the SU Crew, playing on board a deep space cruiser that was holding it's New Year party.

It's not known how long the SU Crew will take to get back to earth but our correspondent said that if they're relying on the money made from their music to buy their tickets that the eventual return of the Crew could be "light years away".



Captured by our deep space reporter, the Earthling Garth is seen here playing on board the Starship Rose and Crown. Here he's checking the navigation computer to see if Big Al's changed the flight plan to include a bagel shop.



In a rare shot, Alan Dykes tries to stop a fight between two Axe Warriors of the planet Mischord, by a process of slow strangulation and telling them long, involved stories about his life back in the 'old country'.

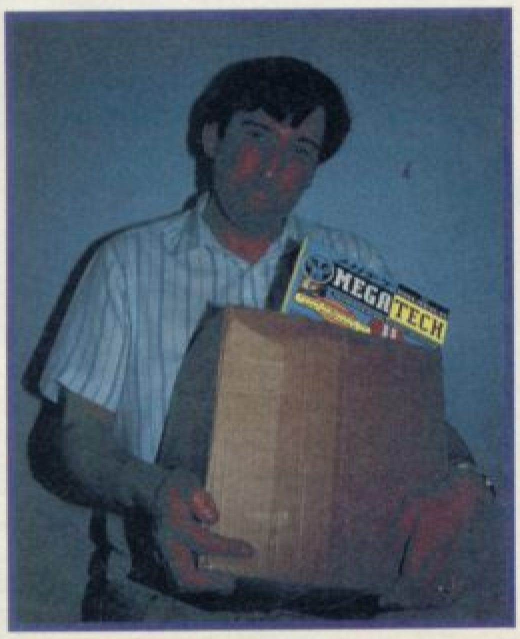


The lost SU Crewers were secretly snapped here passing out emergency copies of SU to the local aliens. So far over 48,000 copies have been produced but most are trapped in a traffic jam just off the planet of Erotica 2.



After events with the Axe Warriors from Mischord deteriorated, Big Al' finished the Axe Warriors fight by using an little known WWF wrestling move - the ruddy serious thrashing, which wrought inhuman sound from the Axe...

HUMAN GOES MEGATECH!



Jerry Hall, SU Advertising Manager, female model impersonator and Bryan Ferry look-a-like, has left SU for pastures new in a shock move to sister publication MEGATECH. Interviewed at his Hollywood home, Jerry explained the reasons for his departure. "I'm fed up with working with those strange aliens", he said yesterday. "They have no idea about football, never go out to the shop to get my sandwiches and generally treat me as if I'm from a different planet".

His shock move comes one month after the bizzare kidnapping of the SU Crew by an alien spaceship which has replaced all the old editorial team with strange beings from another planet. (We're not strange, it's all these humans that badly need their RAM repacking -Commander Coloninabadway).

Jerry went on, "At least with Garth and Big Al' I always knew where I stood. One of them was completely loopy and the other just ate anything he could get his hands on". Jerry's old chair will be filled by a recently upgraded sales robot known as a T.1.N.A (Zanelli series).

tell it to garth

LOSE POUNDS

Garth, I read in the November issue of SU that CRASH went bust. I buy both SU and Crash and have sent 10.00 to Crash for some programs but have received no reply. I also sent off a note to see if they had received my money. Still no reply. I am writing to you to see if you can help us, I mean 10.00 of saved pocket money is a lot to lose. I don't know what to do, can you help me? Please.
P.S. I would also like some games!
James Sinclair, Carbrain, Cumberland.

Why are you writing to me? I can only do the same as you and that is to get in touch with CRASH and ask, so, if your brain can take the strain, why not give them a ring on 0584 865851 and ask them? They won't bite (unless they WANT to!)

LOST CONNECTIONS

I'm writing to ask you a massive favour. Back in the days of 'Connect' you printed a letter from Kevin Millington, telling you how to have a built-in Spectrum for your Sam Coupe. This was on the back of a coupon which I cut out of the magazine after copying the details. Unfortunately I've now forgotten how to use the program and the contact address was on the coupon!!!
Can you help me by sending me (or re-printing) the letter or instructions and/or the address, and save me an awful lorra grief. Please print my full address so that Kevin can reply to me if he reads this letter.
Paul Walker, 9 Milling Crescent, Aylburton, Lydney, Glos. GL15 6DD.

Well, as you don't tell me which issue of the magazine this appeared in, I'm going to save myself a lot of grief and print your name and address so that someone else can help you. And I believe you need a lot of help.

STUDENT GAMES

Dear Garth, being a lowly and broke student, I can rarely buy games but have always respected SU. On reading your review of Final Fight I thought "That's excellent" so I scraped the cash together, missed out on meals etc. and bought it. But it didn't work. I've taken it back to the shop twice but although they replaced it I've still had no joy. I've tried all the various ways of loading it but to no avail. Also, how about some free software for a poor student? Turtles 2, Heroquest or WWF wouldn't go amiss. And what about some pics of Andrea and Yvette, they're lovely! Whatever happened to Alison Skeat?



Finally, was it just me or did Pitfighter only work in 48k and not 128k form?
P.S. Please print the photo I've included it'll be a good laugh.
Paul Little, 58 Hawthorn Walk, Newcastle Upon Tyne NE4 7HP.

Oh dear, a poor student. I myself was a scholar, but judging by the vacant expression in your photograph you may have just left going to college a little too late. I showed your picture to Andrea and Yvette and they both agreed that you have a problem and it won't be solved by sending you any free games.

NERVOUS PLAYER

Garth, I bought an oldish computer game called Bloodwych a few months ago and I think it's great, but there's a small problem. In your precious magazine there was an article on it, with some screenshots. On one of them there was a small options table with things such as Recruit etc. This doesn't seem to exist on my game, so why? Could it be that I have another version? Please! Please! Please! Help me before I have a nervous breakdown. I might just call around and say "Asta la vista, baby" on my way out.
Chris "Claws" Law, Broughton, By Biggar, Lanarkshire.

Well, Asta la vista to you too, and don't call me baby - only my sweet, grey-haired old mother can do that and that's only when she's got a 40 watt plasma rifle in her hands. As to Bloodwych, the recruit option is only available on special versions sent out to important peop!e - you're obviously not important enough, baby!

TOO OLD TO PLAY GAMES?

I hope you can help me. I have a small (ahh!) Spectrum 48k computer on which I play the only game I really enjoy; 'Muncher' or 'Munchman'. My husband thought he would surprise me and bought me a 128k +2 but unfortunately this game won't run on my new machine. Do you know any similar games that can be used on the Spectrum +2?
I'm 65 years old so I'm not at all interested in the sort of games my grandchildren enjoy so I'm keeping my fingers crossed for your help.
J. Lidmarsh, St. Andrews, Fife.

Fret not! SU is not the sort of magazine that would seek to exclude lovely old crumblies like yourselves from our pages! In fact, we'll be publishing a Pac Man variant on the cover tape in the near future so that you can waggle your joysticks and be warm crumblies during the cold months. Hurrah!

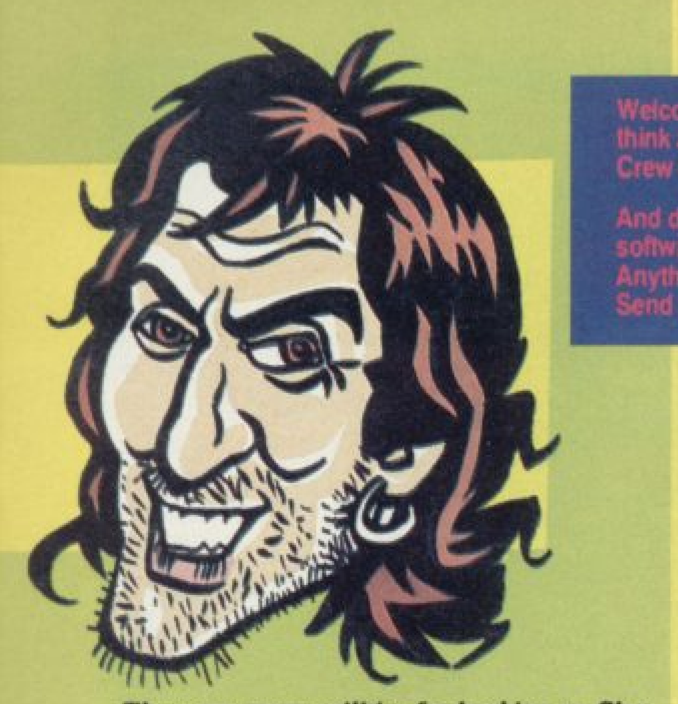
IT'S ALL WHITE NOW GUV'

Hi, Now that South Africa is part of the free world again I feel that I can write to you with a clean conscience! I like your magazine but there's never anything said about QL. Is it dead? There was a company here, called Information Enterprises, who supplied QL software etc. but they've now gone underground or have been taken over by spacemen etc. (I think you're trying to tell us you can no longer find them -Ed).
So, how can I get software (especially games) for my QL here or in the UK? Can you help please? This is a SOS from the outer reaches.
Steve Archer, Margate, South Africa.

Hiya Steve and welcome back to the human race! Although you're not quite there yet (as your choice of a QL over a Spectrum proves!) Anyway, just this once, just to show that we have no animosity with S.A.'s previous neo-natzi, sectarian and racist policy of Apartheid, here's what you need to do. Get in touch with a QL User Group to get all the info on QL software and I as know of none in South Africa, perhaps you'd like to try the British QL user group, QUANTA who may be able to help. Contact them through; Bill Newell, Membership Secretary, 213 Manor Rd, Benfleet, ESSEX SS7 4JD - he's a jolly fellow who loves nothing more than

UP LOAD HAND DOWN

Having owned a 48k Spectrum since 1983, I have accumulated a lot of games on tape. I have recently purchased a Spectrum +3 with built in disk drive for my daughter's Christmas present. I would like, if possible, to be able to transfer some of the games I already own on tape to disk. If it is possible how, or what do I need to do it. Disk loading would be a much quicker and easier way of loading my daughter's favourite games. I would be grateful if you could help out.
D.G. Scott, Freshwater, Isle of Wight.



Welcome to Tell It To Garth. The only column anywhere that gives you the chance to tell me what YOU think about computer games, Spectrums, magazines and even me and the rest of the SU Crew. Do the Crew know what they're doing? Do you? Does anyone? Send your letters to: Tell It To Garth...

And don't forget, if you want to try to Suck Up for Software, each month some readers will receive free software for any reason that we think is cool. A funny letter, a sad letter, a good picture or photo. Anything might qualify for free software so why not try a little suck up?
Send your letters to : Suck Up / Tell it to Garth, SU, Priory Court, Farringdon Lane London EC1R 3AU

There are many utilities for backing up files onto disk. Chat to Datel Electronics on 0782 744324 and I'm sure that they'll be able to help you out. Alternatively, you could take the +2 off your daughter for being awkward and make her load the tapes in. Tell her it's character building or something...

IN THE NAVY

Please, could you ask US Gold if they are going to convert US Navy onto Spectrum? If they're not going to then can you tell me if there are any games on the Speccy which are similar to it? Alternatively, since you are so groovy, you could send me F16 Combat Pilot or Navy Seals as I don't have any full price games.

Yours Bankruptly, Edward Hope, Gillingham, Kent. (I wonder does he knows Rob "Barking Mad" Swan, he's a Gillingham bankrupt too-AL)

As a groovy kind of guy I know that there're no plans to convert to Spectrum at the moment. I'm also so groovy that I can tell you that you've written to the wrong column for free software so sod off and save up!

SMARTIE PEOPLE

Garth, I am writing to tell you about the WWF computer game I recently bought. Firstly I'd like to say it's soddin' brilliant and secondly, I finished the whole thing in two days! It's too ruddy easy! After the game loads, you choose between Hulk Hogan, The Ultimate Warrior, British Bulldog and then take on in order, MR. Perfect, The Warlord, The Million Dollar Man, The Mountie and finally Sergeant Slaughter. I beat them all rather easily using Hulk Hogan and just to prove that I did win, when you beat your final opponent you load up the last bit and it turns out to be a newspaper called Ocean Times with the headline "Hogan wins WWF, Hulkamsnia slaughter opposition" and a picture of Hogan and Slaughter etc. Are there any more wrestling games due out on the Spectrum in the next few months?

Name and address withheld because Ocean want to find and mutilate the writer.

Yipes! Well you're a bit of a Mr Perfect yourself then eh? Only difference being that Mr Perfect has large muscles, lots of money and everyone likes him. If there's one thing that people REALLY dislike, then that's smart ass!

Game Winners
PIT FIGHTER Paul Little, Hawthorn Walk, Newcastle Upon Tyne NE4 7HP.

SUCK UP FOR SOFTWARE

HAPPY BIRTHDAY

Dear Garth, I am writing to you because I have no money for Super Monaco GP as I only get 2.00 per week and I have to save up for my Mum's birthday then my Nan's. Please, please, please help.

Ian Smith, Staines, Middlesex.

- *Ian, you wrote in before didn't you? I sent you a game. Besides, if you're Mum and your Nan are more important to you than Spectrum software, then you'll be rewarded by God when you go to heaven and I'd hate to steal God's thunder.*

LOADS OF TROUBLE

About a month ago I got enough money (finally) to buy a Spectrum +2. A friend of my brother was selling one and it was going with 200 games! Wow! Well I went to pick up the computer and quickly walked back to my house. I switched it on and...I felt there was something wrong. Nothing in particular, it's just that the options screen came out with a flashing letter and an Amstrad 1982 sign faintly printed at the bottom. After discovering that the loader didn't work, nor did the 128k or 48k basic loading routines, I sent the computer off to be repaired. Well when the day came for it to come back I tried it and the loading options were working perfectly. Okay, great. But sadly the story doesn't end there, I tried the games out and 150 were so bad they would make you puke, 20 of them were cool enough but 30 were so ancient they didn't even work.
Could you please send me Jabangir Khan's Championship Squash as I am totally broke after having to ask my family for the money to repair my computer? Please, I need the good news.

T.Limacher, Line wall Road, Gibraltar.

- *You've always got to be wary when buying things second hand, because short of having a friend the size of Arnie S., once you've handed over the money and accepted the goods that's it! Always ask to see what you're buying working before you hand over any cash. But you have learnt a valuable life lesson here. It would be a very poor move on my part to reward you for such stupidity so I won't - but let's make this a lesson for all of us, eh kids?*

BLADDER BLAGGER

Help me! Disaster struck last week when a friend of mine was playing some games belonging to me; Mystical, Battle Command and Coin Op Hits 2. He failed to tell me that he had a weak bladder and as the excitement of the games got to him he burst, showering my best games and my SU mag collection with piddle. Unfortunately I couldn't beat him up as his grossley distorted bladder had filled with warm air and floated him halfway across the county. So please, please, please could you send me Battle Command, Mystical, and Coin Op Hits 2 to replace my ruined copies?
PS. SU is groovy
PS.2 The SU crew should be Knighted.

Your chum for life, Peter Williams, Codsall, Wolverhampton.

- *Hey Pete! I'll avoid the obvious statement that your story sounds like a load of old bladder. (is that right?). and just say that when I showed your letter to Big Al' (or Star Commander Angus Headrush as he's now known) he laughed so much that he completely lost control of his bladder and the same thing almost happened with this month's issue of the mag. Anyway. I've put a game in a jiffy bag and it's on it's way to you. (Earth post allowing earthman...)*

SAD TRAVESTY

This is a real quest for software, not one of those run of the mill wind ups. You see it all started last week when my dog was run over by a steamroller. This devestated me. I could not use my Speccy for days on end. When I began to use it again my parents were kidnapped by a psycho called Jimmy Tarbuck. Just after, all my games blew up under mysterious circumstances. I then used all my money to buy Turtles and Batman and was even more shocked to find out they were total crap! I am already teased at school about the games I have so save me from dying of games starvation by sending me some decent games, suck, suck. SU is best!

Robert Ruck, Boston, Lincolnshire.

- *Robert. Your Suck Up letter is appalling. A travesty of a sham of a thing. Like the trans-galactic lowest form of life which is, in fact, a small pool of irradiated snot as found on the planet Spetic 6. You should go there. No-one would even think that you were a tourist...*

SISTER BLISTERS

Dear Garth. My sister, who is 23 years old, says that if I don't get her Viz and Heroquest by her next birthday she will get an axe and chop my head off, please help Garth, please, before I'm dead! P.S. SU is Brill.

Nicki Baxter, Broghty Ferry, Dundee.

- *Hey Nicki, (that sounds like a good title for a song doesn't it?) don't worry. That's what sister's are best at. Annoying everyone. Why not threaten to sit in the lounge with her next time she brings her boyfriend home and tell him all about when she used to have some form of green mould (possibly a relative of the inhabitants of Septic 6) growing in her ears? Just in case that doesn't work, I'm sending a copy of HEROQUEST as a last line of defence...*

HACKING SQUAD

INDEX

Ho hum. Another year. The Christmas decorations have been tidied away, the toys have been broken/lost/taken back to the shop (delete as applicable) and the weather's awful, as usual. Isn't it nice to know that you can depend on SU for some light relief and entertainment at this miserable time of year?

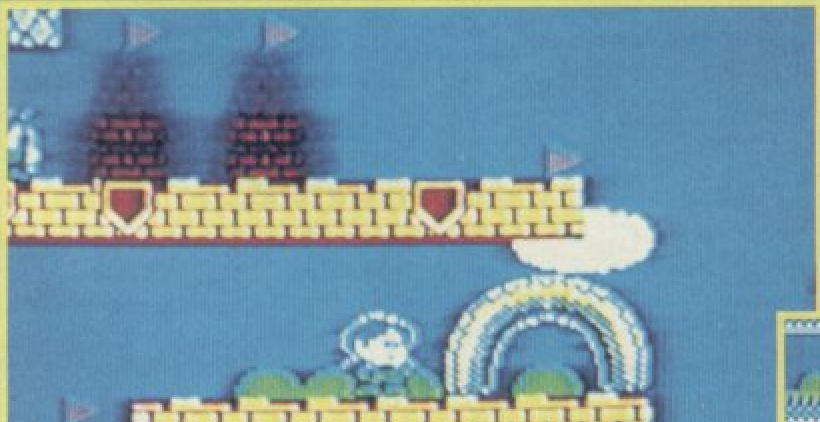
I expect Santa was laden down as usual with sackfuls of games this year, so next month should see a bumper delivery of POKEs, tips, cheats and solutions from everyone who spent the Crimble holidays in front of their computer screens.

Mind you, we haven't done too badly this issue. There are all sorts of handy hints for new games and some old favourites which have maybe still got some people foxed.

TONS OF TIPS

SU's teeming with tips this month. The first batch is from Michael Henry who lives in Hillsborough in Sheffield.

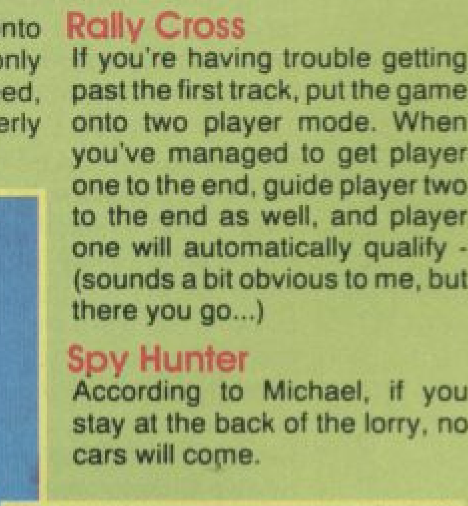
Rainbow Islands
When you get to the top of an island and onto the bonus stage, instead of collecting objects, shoot loads of rainbows, and then daintily leap onto them. This way you'll not only collect all the objects you need, but you'll also gain lots of loverly extra points.



Rainbow Islands! It's pretty, it's colourful and easier to gain points on the Bonus level if ya shoots a lot!

Rally Cross
If you're having trouble getting past the first track, put the game onto two player mode. When you've managed to get player one to the end, guide player two to the end as well, and player one will automatically qualify - (sounds a bit obvious to me, but there you go...)

Spy Hunter
According to Michael, if you stay at the back of the lorry, no cars will come.





Dizzy! The hard-boiled hero!

I'm So Dizzy!
Miller Crawford sounds like he should be in the movies but he's not. Instead he lives on the Isle of Arran in Scotland and seems to spend most of his time at his trusty Spectrum, studiously finding tips and cheats for all manner of games.

HANNAH'S POKEs

SU, the magazine that POKEs where other publications can only tickle. And whilst you chuckle, remember that to use the POKEs, you need to have a Multiface or similar device, tucked into the back of your Speccy.

Brett Holden from St Helens on Merseyside reckons that his POKEs for the following games have never before been printed in a computer magazine. Pur-lease don't write in to say he's wrong - even if he is.

Smash TV
32537,0 gives you infinite lives

Midnight Resistance
36633,0 = infinite lives

Hudson Hawk
34037,0 = infinite lives

Adrian Hunter from Newcastle on Tyne has been hunkered down over his computer for the last year, judging by the amount of tips, cheats and POKEs he's come up with. Here are just a few of the multiface POKEs he's come up with.

Puzznic
42698,0 = infinite re-tries
46084,0 = infinite time

Strider 2
33133,0 = infinite lives

Wizard's Lair
52056,0 = infinite energy
52081,0 = infinite keys

UN Squadron
29264,201 = infinite lives

Fast Food
47847,0 = infinite lives

L.O.F
42616,201 = both player are immortal

Wek Le Mans
33249,195 = infinite time

Switchblade
38475,0 = infinite lives

Popeye 2
46804,0 = infinite time
46824,19 = infinite spinach

Helter Skelter
42194,33 = infinite time
33933,0 = infinite lives

Ninja Remix
36577,33 = infinite lives

Dick Tracey
29615,0 = infinite lives

Miller Crawford from the Isle of Arran has these multiface POKEs for your delectation

Streetfighter
41740,24 = extra time

Target Renegade
63160,50 = infinite lives

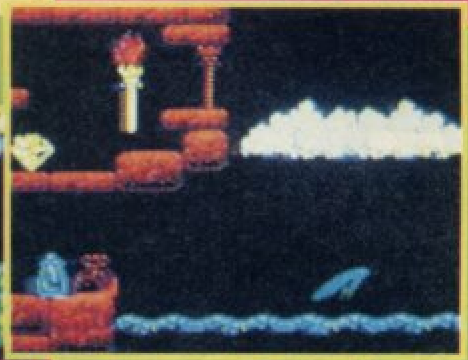
Crystal Castles
63733,0 = infinite lives

Mutants
29667,0 = infinite lives

Bubble Bobble
3835,1501 = R type
37452,0 = infinite lives

Toobin'
61721,0 = extra lives

Firefly
38720,201 = no aliens



Go on... jump you egg face!!

Here are his tips for Magicland Dizzy...

Can of oil - use this to oil the mining cart

Graveyard key - use this to unlock the graveyard

Plastic raincoat - use this to get rid of the rain

Three in one engine oil - used to oil the drawbridge

Ghost hunters laser - use this to kill the ghost

Free ACME birdseed - use to kill the birds (not very nice, Miller. They get v. cold and hungry at this time of year.)

Clove of garlic - use this to kill the bats.

Bottle of dry ice - use this to freeze the river

Crowbar - used to open the trapdoor

Green emerald - put this on the yellow statue in the graveyard

Leprechaun's wig - part of the potion used to kill Zaks

Burning torch - use this to light the cauldron

Empty potion bottle - put the potion in this.

Gardener's spade - use this to dig the hollow ground

Vampire feather - another part of the potion

Troll brew (I had some of that last night and it doesn't half give you a nasty headache in the morning) - part of the potion to kill the nasty Zaks

Broken heart (I had one of those last night too) - used on the broken hearted woman.

HACKING SQUAD

CHAMPION CHEATS

Yogi and the Greed Monster

Michael Hendry, of Coventry, who also sent in the solution for the game this month, has found this useful little cheat while playing the game.

Hold down the keys E,R,D,F,G,H,X,C,U,B,N and Space until the boarder goes white and voila - you've got infinite lives and absolutely loads of food and sweets. If only life were that simple all the time.... Michael has also sent in these little gems too.

Impossamole

On the high score table type in OuchOuch and you'll find that you won't die in the water. Type Heinz and it'll "soup" up your weapons (groan). Lumbajack gives you full energy and typing Commando means that you'll never have to reload your weapon.

Ethnipod

Type in Demigod on the high score table and when you're playing in two-player mode, you'll find that you have infinite lives.

Pang

Press Pause twice in quick succession while you're playing the game and you'll be able to move to the next level and get infinite lives thrown into the bargain too!

Total Recall

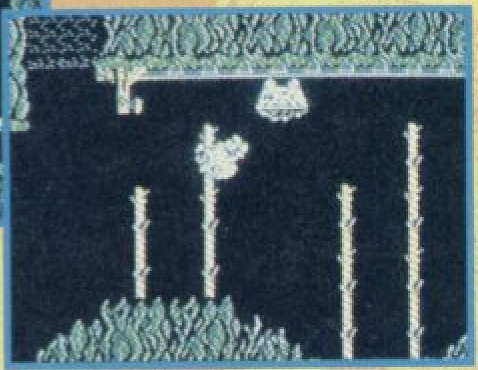
On the high score table (again), type in THE END IS NIGH (including spaces) and then you will be able to advance a level next time you play. Right, that's enough from Michael and onto the next tipster...

A.P.B

Aaron Dean lives in the town of Plymouth in sunny Devon. In between all that sunbathing he's managed to find this useful little cheat for the game A.P.B. When you're on the title screen, press C for "change joystick". Then press 1 ("redefine keys") and when you start the game, you will be able to choose any day from 1 through to 16 on which to start.



Impossamole has always had the problem of being real tough to progress.....



.....but now it's easy thanks to the souped up weapons cheat!

Turtles of Doh

It's not quite so sunny up in Malpas in Cheshire. Stephen Brooks has sent in these two cheats for the games Arknoid: The Revenge of the Dwarf and Teenage Mutant Hero Turtles

Arknoid

Type PBRAIN and you'll end up on the level on which you died last time.

Teenage Mutant Hero Turtles

Type the first protection code as 8859 and the second code and 1506 and then put in the proper one and, as if by magic, you'll get infinite lives if you then press HELP?





I was in Ireland last month where I was Girlie Bridesmaid for my great friend Barbara. She was a vision in lemon silk and I was equally ravishing (hurhum) in green velvet and a jolly fun time was had by all. However, I was in Northern Ireland whereas Carl Jackson resides in Galway, in Eire, which is of course Southern Ireland, and that's where these next two cheats for Sim City and Fighting Soccer come from.

Sim City

Carl says he has a mega cheat for this game. Select "budget" and set tax level at 0 per cent. Put game speed on fast. Keep an eye on the months as they go by. Now, build your city. People will move in fast as they are happy with the tax levels (i.e - nothing). When your population is more than 10,000 the fun starts. Wait until December, then just before the budget raise the tax to 20 per cent. The people won't have time to leave before the official budget so you'll end up with a fortune. Now put the tax back to zero again and repeat the process until you are extremely rich. Mmmm - sounds like the Carl has all the right qualifications to be the next Conservative Party Chairman (including the silly haircut as modelled by that Mr Chris Patten!)

Fighting Soccer

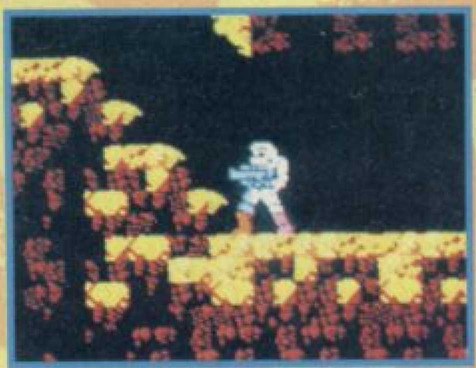
If you select a two player game, select Sinclair joystick as the controls for Player One. Define keys for Player Two as: Left - 5; right - 6; up - 9; down - 9; fire 0. Now play the game as two player versus the computer and you'll have control of two footballers instead of one.

Super Mario Brothers

Mark Lidstone from Eastliegh in Hants has found this useful cheat for Super Mario Brothers If you type TRUE VIDEO you can skip to the next level in the game.

Turrican

Morecambe in Lancs is the home of Cristian Tyson and he's found this cheat for Turrican. Pause the game, then hold down all the keys, except H and you will have 99 of everything, except gyros. Also press 0 to skip a level, but this only works if you use the above cheat first.



Even the walls tremble once you've got 99 of each weapon!!

Shinobi

Carl Roberts of Barnsley in West Yorkshire knows what it's like to be stuck on a game. Many a time and oft he has been frustrated to find himself right at the beginning of Shinobi - until he discovered this neat little cheat. Choose the redefine key option and type the word GRUTS and choose your joystick. Then start the game and if you die, you won't have to go back to the beginning again.

A.W.O.L HACKER FOUND!!

In the December issue of this esteemed publication, we printed the complete solution to Magicland Dizzy. Unfortunately, there was no name attached to the letter, so I couldn't pass on the well-earned credit for all the hard work.

However, the eagle eye of Claire Gardner has identified them as having been written by her son Ben. So, Ben Gardner, age 11, of Forest Fields, Nottingham! At last the glory is wholly yours. I'll prod Garth with a heavy object, (probably Big Al') so he'll send you a little something (£50's worth of software) via the postman for your hard work and excellent solution, which I'm sure, along with the tips printed this month, helped a lot of people finish this game before they spent some time in a padded cell.

SOLUTION CITY

HACKING SQUAD

This is the place you have to get to in order to gett a whole solution to a game. This month we're giving you the solution to Tir Na Nog which appeared on the SU December Great 8 cover tape and Yogi and the Greed Monster. ..

YOGI AND THE GREED MONSTER

Philip Hutchinson, from Longford in Coventry has been hard at it this month. Here's his unequivocal solution to Yogi and the Greed Monster for which he'll be receiving a small bundle of games.

And ,as ever ***D=down; U=up R=right and L=left.***

D, L touch lever, D though opening, R, pick coin, U, pick coin, U, R pick coin, L, D, D, L, D, D, D, pick coin, R, R, R, R pick coin, R, R, R, R, R, U, U, L, U end passage,

L, pick coin, D, L, U, U, L, U, U, U first passage, U, R, R, U, U, R, R, pick coin, R, R, pick key, L, L, L, D, D, L, L, D, D, D, R, D, first passage, D, R, U, U, U you have rescued Boo Boo.

Now go D, D, R, R, D, R, R, D, D, L, L, L, L, L, U, U, U pick coin, L, L, U, U, U, U pick key, L, D, pick coin,L, D, D, R, R, D, D, D pick coin, R, R, D, D, R, R, R, R, R, U, U, L, L, U, end passage, L, D, L, U, U, L, U, U, U end passage. U, L, L, U, you have rescued Snagglepuss.

Now go D, R, R, D, D pick coin, D, D, D, R, D, D, R, U, R, R, D, R, R, D, D, L, pick key, R, U, U, L, L, U, end passage, L, L, D, L, U, U, L, L, pick coin, U, U, L, L, U, U, L, U, first passage, U, pick coin, L, D, D, D you have rescued Quick Draw.

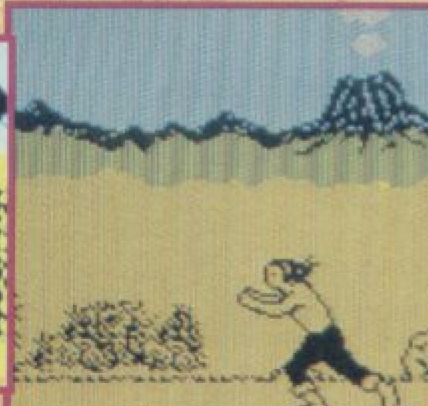
Are you ready now? Right! Go U, U, U, R, D, D, R, D, R, R, D, D, R, D, D, R, U, R, R, D, R, R, D, D, L, L, L, L, L, L, L, L, L, L, L, pick key, R, R, R, R, R, R, R, R, R, R, U, U, L, L, U, L, D, L, U, U, L, D, you have rescued Snooper and Blabber. U, U, L, L, U, U, L, U, first passage, U, pick key, D, D, R, D, R, R, D, D, R, D, D, R, U, R, D, R, U, U, U, pick coin, U, L, pick coin, R, R, R, pick coin, D pick coin, U, R, D, L, L, D, pick coin, D, R, U. You have found the toy machine! Oh goody, goody. It'll be lots of toy related japes for you from now on.

TIR NA NOG

Danny Kiernan from Birmingham has sent in the solution for Tir Na Nog - and yes - I do remember you writing to me all those years ago on that other computer magazine. Goodness - how time flies when you're having this much fun. Right, onto the solution.



My god that dwarf's damn ugly!



The men's 100m race. Sorry, I lied, it's a Gnu!

Get bones (found in cave). Get feather from Storm Cave. Go to Badhelm and find hedge with entrance. Enter it and go into castle. Get honeycomb go to Badhelm. Enter door marked with B. Drop feather and get oak leaf. Go to castle, enter door marked X. Drop oak leaf, get Nuadas's sword go to the Glasmarsh, get daisy (near waterfall). Go to Siege Warrens. Find invisible door (on side of building near portal) and enter it. You are now in Caer Dach Callum. Get cauldron. Go to water cave, get book. Go to ice cave, get ice. Go to Siege Warrens. Enter door marked with snow. Get string, go to Tir Clad Han enter door marked with string. You are now in An Lin. Go west, second turning north, west, north, east, north, pick up Halbeard and go to Sgorrbrag (still in An Lin). Drop Halbeard get stone off Fal. Go to lava flats. Get ring, enter cave marked with ring. Get antlers, go to forest of Lern. Get pin, go to Lern's cave, drop antlers, get harp, follow Sidhe into forest go through invisible door. Carry on going until you get to end of tunnel, get Lugh's spear.

Now, take cauldron, sword, stone and spear to the altar at start of game and drop them there. Go to Storm Base, find a spade and get it. Face the cross in the Storm Base, walk nine steps north, drop spade, get Callum's hammer, go to alter at start and drop hammer and that's the end.

Help!

Mrs Pamela Smith from Birmingham desperately needs the help of some super tipster out there to save the sanity of her husband - and very probably her own sanity too. While playing Golden Axe on the Spectrum 128K, her husband becomes hopelessly entangled on stage seven. So, does anyone have a POKE for this game? Just send it in to me, marking the envelope: "It's OK Ms Smith - I've got your Golden Axe POKE". I feel that her Bartley Green home will never find true peace until Mr Smith completes the game.

And so finally to Adam Mullins's whose dreams have come true. He sent a very polite letter from his residence in Boston, Lincolnshire, begging assistance for the game Wec Le Mans. Well, Adam, if you check the POKEs this issue you'll find one for the very same game. As you can see, nothing is too much trouble for the hard working and conscientious staff at SU, (except Garth. He's a lazy old so and so. Far too busy posing for piccies in the magazine - and still trying to grow a beard after all these years). (Thanks a lot Hannah! You know how to make a guy feel really great! -Garth)

Don't forget, to send your tips into me and I'll send out £50 worth of goodies to whoever supplies me with the best tips. Send your very best all to me at;



HANNAH SMITH'S PLAYING TIPS, SU, 30-32 Farringdon Lane, London EC1R 3AU.

COMPETITION



WIN! WWF VIDEOS

THE ULTIMATE WARRIOR, HULK HOGAN, SGT. SLAUGHTER and the rest of the gang all in your lounge to view whenever you want. Yes, ten WWF videos are up for grabs thanks to the ever-so-loverly Jo Cooke at Ocean.

Yes, WWF mania has reached fever pitch levels here at SU. The gallant (and slightly sad) Commander Garth being has taken to coming into the office dressed only in his Rip Surf Bermuda shorts - complete with glued on stardust glitter - and has erected ropes around his desk and keeps on climbing up the corner posts and leaping off onto the very bemused Ooeneeky Cheeky and then tries to hold her down for a count of three. Unfortunately, she's a master of Akido and has so far broken most of his fingers which, he pointedly argues, "Id whi thers so mauny spooling mistooks in tha maygazine."

The SC Headrush Big Al being however seems not to have changed at all. He's just taken the opportunity to wrestle as many bagels into submission as possible using his amazing stomach grab, bite and swallow technique. So far he is undefeated in over 375 tangles with the tricky little devils.

So you see the effect that WWF is having on the Crew. But what effect will it have on you to win the official WWF video?

Well ten of you pig-lucky people will be able to find out. What we want you to do is to draw a picture of your favourite WWF star, or to write a short, humourous account of what you think would happen if members of the SU Crew were put in a ring against a WWF star.

Send your finished masterpieces to:

SECOND'S OUT FOR BIG AL'S BAGEL WRESTLING COMPETITION, SU Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember to use the form below and to attach it to your masterpiece. The competition closes on February 18th.

NAME ____________

ADDRESS ____________

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POSTCODE ____________

TELEPHONE ____________

GAME: Captain Planet LABEL: Mindscape MEMORY: 48/128K TAPE: £11.99

CAPTAIN PLANET

Alan



Haa! We're all environmentally sound here. I actually quite liked the game and have to disagree with the old task master. It's an average game but quite a pleasant blast.

scores

GRAPHICS	76
SOUND	70
PLAYABILITY	70
LASTABILITY	61
OVERALL Garth Sumpter	65%

The Captain's exploits on T.V. are highly popular but I'm afraid the game itself should have been made out of something more recyclable because, Captain Planet may clean up the Earth, but all that time in rubbish has to rub off.

He's here and he's the savoir of the world. He's Captain Planet and he won't stand for any rubbish! And neither will any of the Crew here. We're all further out of this world than ol' Captain Chairleg will ever be.

Yes, it's Captain Planet's lot in life to try to defeat those dirty dastards of the environment, Sly Sludge, Looten Plunder and the notorious Dr Blight (who used to kick footballs into my mum's roses and then let ME take all the blame). At his disposal (arf!) are the powers of earth, fire, wind, water and heart.

Play begins with the Captain flying through a starfield where by avoiding the stars and flying into the clocks he picks up a time bonus which is added to the time he begins with at the begining of the game proper. This ticks down as he battles his way through the level and once his meter runs out, he's recycled back to the start.

Flying and running (using no high octane petrols), from left to right, Captain Planet has his own method of making the environment clean and involves scooting along and Mr Sheening everything in sight. In level one, Sly Sludge is found using CFC balloons and rockets to destroy the earth's protective ozone layer. He plans to turn the whole planet into a huge sun resort so that he can build lots of hotels and beaches. This sounds very much like the Spanish Tourist Board to me and as such, the Captain has my complete approval.

To get to the end of the level in order to confront the first of the three enemies of the environment, Captain Planet must cleanse everything that attacks him, collecting bonus points for collecting CFC balloons and destroying missile bases. Further levels have Looten Plunder stealing all the world's dolphins for his evil experiment (booo!), and Dr Blight setting fire to the rain forests in order to take up plutonium mining.

The game is far too simplistic. Unfortunately, earth, wind, fire and water power are all combined into a shower of stars that are shot towards the 'enemy'. Lightning icons that are picked up work like a smart bomb and cleanse everything on screen.

The effect of this? What you're left with once you've taken the licence away is a remarkably average shoot 'em-up, that carries little excitement and dulls very quickly. Although quite fast and with reasonable graphics, Captain Planet, the game that was expected as being clean, green and mean has turned out to be not much better than the rubbish that Captain Planet has to handle every day.



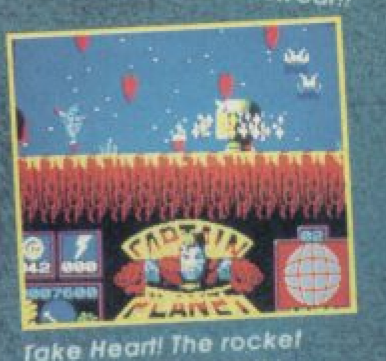
A title screen shows the loverly Earth - Mother Earth.. fwoar!!



The environmentally unfriendly (and fat) must be cleaned up



One of these rockets up your jacksey REALLY hurts!!



Take Heart! The rocket launchers just can't be destroyed.



The satalite dishes can be destroyed and this one, at the end of the second lot, has a lightening bolt smart bomb to collect!



Time bonus trip. Avoid the stars!

HOW TO SAVE THE ENVIRONMENT

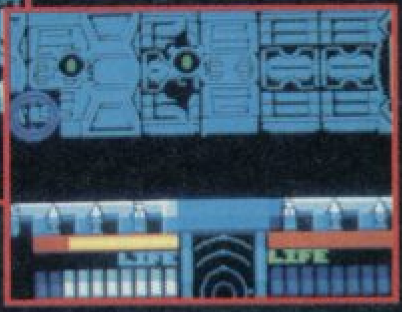
Even around the house you can help to protect your environment with a little thought:

1) Use cloth towels instead of paper ones - using paper looses trees!
2) Don't waste energy! Keep doors and windows closed when it's cold.
3) Ask your teacher to set up a recycling centre at school.
4) Make your mum and dad convert the car to unleaded. Even better, when they're not in, swop the family car for a set of bicycles. They'll thank you (er, eventually).
5) Don't buy anything made from ivory, tortoise shell, coral, reptile skin or animal fur (except domestic animals that give wool and leather of course)
6) Don't throw old paper and bottles away.
7) Build your own wildlife sanctuary. This isn't too difficult. You could convert your sister's bedroom into a frog reserve.

SPACE G



"What are you doing out of bed young alien?" Get the sight on him and press fire. It'll cure his somnambulism.



Shoot the lights on the wall to collect power-ups for weapons and life.

Just a few years ago, after the success of the superb Operation Thunderbolt arcade machine, the videodromes the length and breadth of the country were flooded with cabinets mounted with various types of assault weapon.

By far one of the best Op Thunder clones was supplied by Taito. Space Gun took all the best of Operation Thunderbolt and improved on it.

Space Gun has similar and atmospheric intro sequences, to each level, that unfold the horrific story of a space colony, complete with its own orbiting station, that has been invaded by hostile aliens who have taken some of the occupants hostage. As to the other members of personnel? Well, they've either been added to the alien's break fast of Shredded Spaceman or are currently floating around space trying to find a party where they can soak up a little atmosphere.

Play begins within the corridors of the space station, and eventually progresses onto the surface of the planet and onto the base itself.

Up to two players can explore the high tech confines of the various scenarios, making their way along passageways and over the planet surface and, where possible, freeing the aliens' human hostages from the torture of having to go to deep space coffee mornings and discuss the merits of interplanetary and galactic domination.

You are armed with a standard issue alien bustin', butt kickin' assault rifle that shoots standard rounds as well as having freeze, fire and beefcake bombs, that do varying amounts of area damage. As you make your way through the corridors, you move the cursor over the target and press fire. By using the keyboard you can also select a special bomb weapon, if you have any, causing the normally round sight to change.

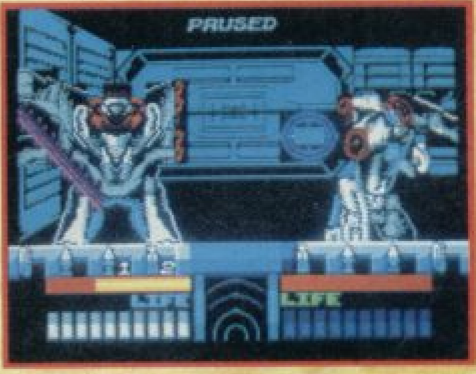
The freeze bombs are particularly effective - they have a large area of effect, but you must shoot the frozen aliens

SPACE FAX

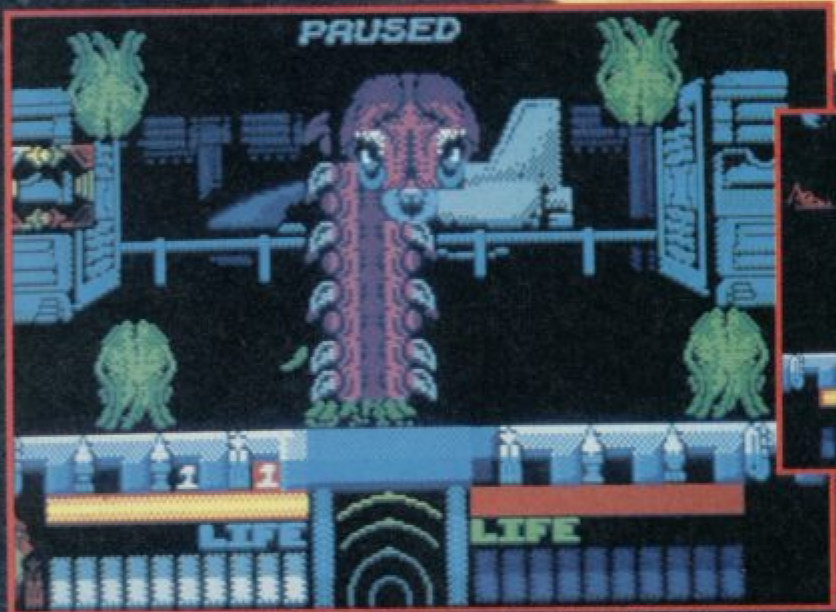
- ☆ **The first space station was Sayut 1 which was launched in 1971 by the Russians.**
- ☆ **Apollo 11 (USA) carried Neil Armstrong to the moon to be the first man to walk on its surface in 1969. (Hurrah!)**
- ☆ **Mariner 9 (USA) was the first space probe to orbit another planet when it circled Mars in 1971-2.**
- ☆ **Venera 13 and 14 (USSR) landed on Venus in 1982. Soil samples suggest that the surface is similar to Earth's volcanic rocks.**
- ☆ **The first woman in space was Junior Lieutenant Valentina Vladimirovna Tereshkova- launched in Vostok 6 on 16th June 1963.**



Here comes a hostage. Be careful not to shoot him by accident - it's easily done



Ouch! That purple stripe is a claw mark. And you thought he was saying "Hi!"



To get to the planet surface you must kill the end of level guard.



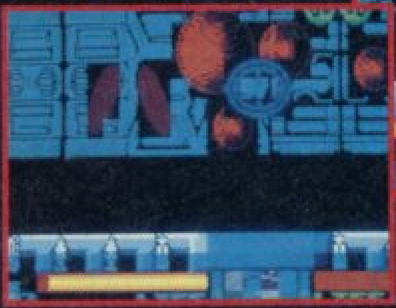
Once on the planet surface you must fight your way to the base. This is not an easy level - the aliens are tough!



And it's yet another guard, this time to the base. He's not too fond of being fireballed though as the piccie shows.

GUN

These pods of doom release whole droves of little alien blighters. Kill the pods off quickly or they'll multiply like rabbits





This one's bitten you as you can see by the teeth marks... If they make a particularly nasty swipe, you'll even say "Ouch" Hey, you're only human

Space Gun has nice animated intro sequences leading into each level. Here's a selection...















blowing their bodies into a thousand fragments - otherwise they'll just thaw out and then be really mean.

The aliens don't just sit there and take all this hardship from you however. They have biting and slashing attacks - if they hit you with either, they'll leave their fang or claw marks up on the screen and take a healthy bite out of your life meter.

Space Gun is a great blast. Graphics are colourful but sometimes a little confusing once there're a lot of toothy little sods on the screen. But most of the original features of the arcade have been retained - unfortunately there isn't a foot pedal to make you go backwards and there are no left/right decisions to be made. Nonetheless, it's compelling and should be a sure fire hit, unless you're from a different planet.

Big Al'



There's certainly a lot happening and there's no shortage of aliens to shoot at. What there does seem to be a shortage of is variety. But, if you went trigger happy in the arcade with Operation Thunderbolt, Beast Busters and the rest, then Space Gun certainly won't disappoint you.

scores

GRAPHICS	80
SOUND	85
PLAYABILITY	87
LASTABILITY	89
OVERALL	87%

Garth Sumpter

A faithful version of the coin op with a wide Spectrum of colour and lots happening. I like the way that you can shoot the arms and even heads off the aliens yet they'll just keep on coming right at you. Although the graphics are good, they can be a little too busy sometimes but regardless, Space Gun is an out of this world shoot out against out of this world opponents.



The BIG Daddy-O of aliens. This Rambo of the aliens takes a lot of killing. He may look like a Manta Ray but he has the survival instincts of the cat who lives at Battersea Dogs' Home!

GAME: Moontorc LABEL: Atlantis MEMORY: 48K/128K TAPE:£3.99

MOONTORC

scores

GRAPHICS	75
SOUND	75
PLAYABILITY	81
LASTABILITY	89
OVERALL	82%

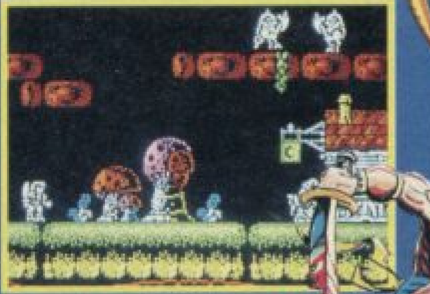
Big Al Dykes

Big game, big fun. There's no shortage of action, exploring a mystical world in search of the kidnapped princess Lalena. Sprite control can be a little annoying at times but this is certainly an enjoyable game.

Conan the Barbarian step aside, it's Moontorc the Midget's chance for for some glory.

Swing, swipe and swat those enemies in a hostile landscape. filled with untold riches and incredible weaponry. In Moontorc you play a special kind of hero who. like most heroes, ends up having to rescue a beautiful princess from the clutches of an evil lord. Never mind though it's not as bad as it sounds, you do come equipped with a haversack to store goodies, a sack for all the yummy gold that's scattered around the landscape and replenishable supplies of axes, spells and shield power to protect your little sprite in those moments of big danger.

The object of the game is to collect gold allowing you to purchase weapons, keys and most importantly pieces of the Moontorc; the most valuable item in the whole game. Three pieces of Moontorc must be used to get past each end of level tollman.





'Hello Mr Wiz. We thought that we'd all drop in for a cup of tea a to rest a spell' 'Don't get too familiar'



Garth

An encouragingly good game from Atlantis to start off the new year with. Colourful graphics, with a whole host of selectable weapons make this game a great bash 'em-up.

The graphics are detailed and colourful though the main sprite is quite small. Action is fast and although there's some rather dodgy sprite detection and loose movement when selecting weapons, the game is very playable and addictive. The sound is basic during the game but there's a version of 'Scarborough Fair' as the title music that'll keep the oldies (like Garth) happy.

Moontorc is a playable formula game with some fun fighting action and lots of places to explore, so fight off all that Christmas pudding indigestion with some Moontorc action!



Moontorc the midget consults his A to Z of magic



With no concern for his own safety Montorc leaps up...

GAME: Grand Prix Challenge LABEL: Challenge MEMORY: 48K/128K TAPE:£3.99

ISSUE

GRAND PRIX CHALLENGE



Garth

Simulations are normally best suited to late night candleburning or boring Sunday afternoons but if you're going to play Grand Prix Challenge I would suggest having lots of time available. It'll keep you at your keyboard for a long time.

scores

GRAPHICS	79
SOUND	62
PLAYABILITY	87
LASTABILITY	85
OVERALL	85%

Big Al Dykes

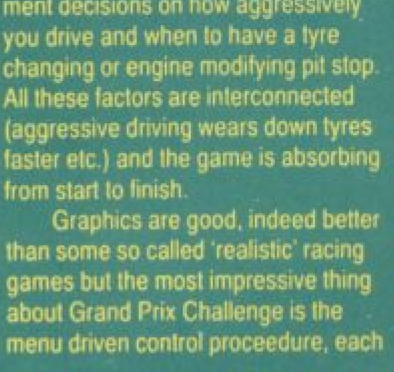
Sims may come and sims may go but this is definitely a worthwhile addition to any sim collection. Motor racing fans will be delighted with it make no mistake.

We've all heard of Nigel Mansell and Ricardo Patresi but who's ever heard of J. Smith?

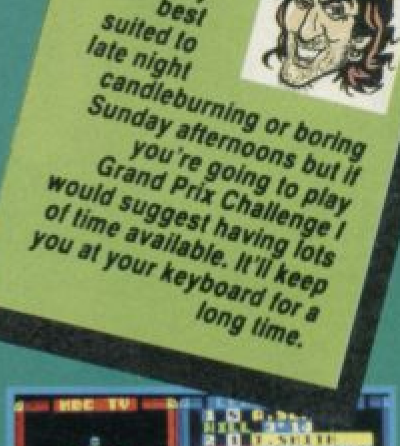
Well, rest assured you soon will 'cos he's coming out of the chicane and vrooming his way right to the top of the Grand Prix Challenge world championship leaderboard like a man with a turbo boosted botty on a collision course with destiny.

Trying to organise a Formula One race team isn't the easiest task in the world. It's an expensive business, especially if you're not winning any races, but then again if you can't win you shouldn't play. Grand Prix Challenge involves joining a formula one racing team, getting sponsorship, kitting out your car, managing the engineers, betting on the outcome and finally getting down to the business of racing. As a simulation you don't actually control the car but during the race you still have to make management decisions on how aggressively you drive and when to have a tyre changing or engine modifying pit stop. All these factors are interconnected (aggressive driving wears down tyres faster etc.) and the game is absorbing from start to finish.

Graphics are good, indeed better than some so called 'realistic' racing games but the most impressive thing about Grand Prix Challenge is the menu driven control proceedure, each option is logically activated by pressing the first letter of it's title, it's smoother than Garfy scoping babes and is super to use. Overall this game grabbed the interest of the entire SU Crew, recently exiled to planet Gastro 5, and is zhoo zruwk d orrn dw.

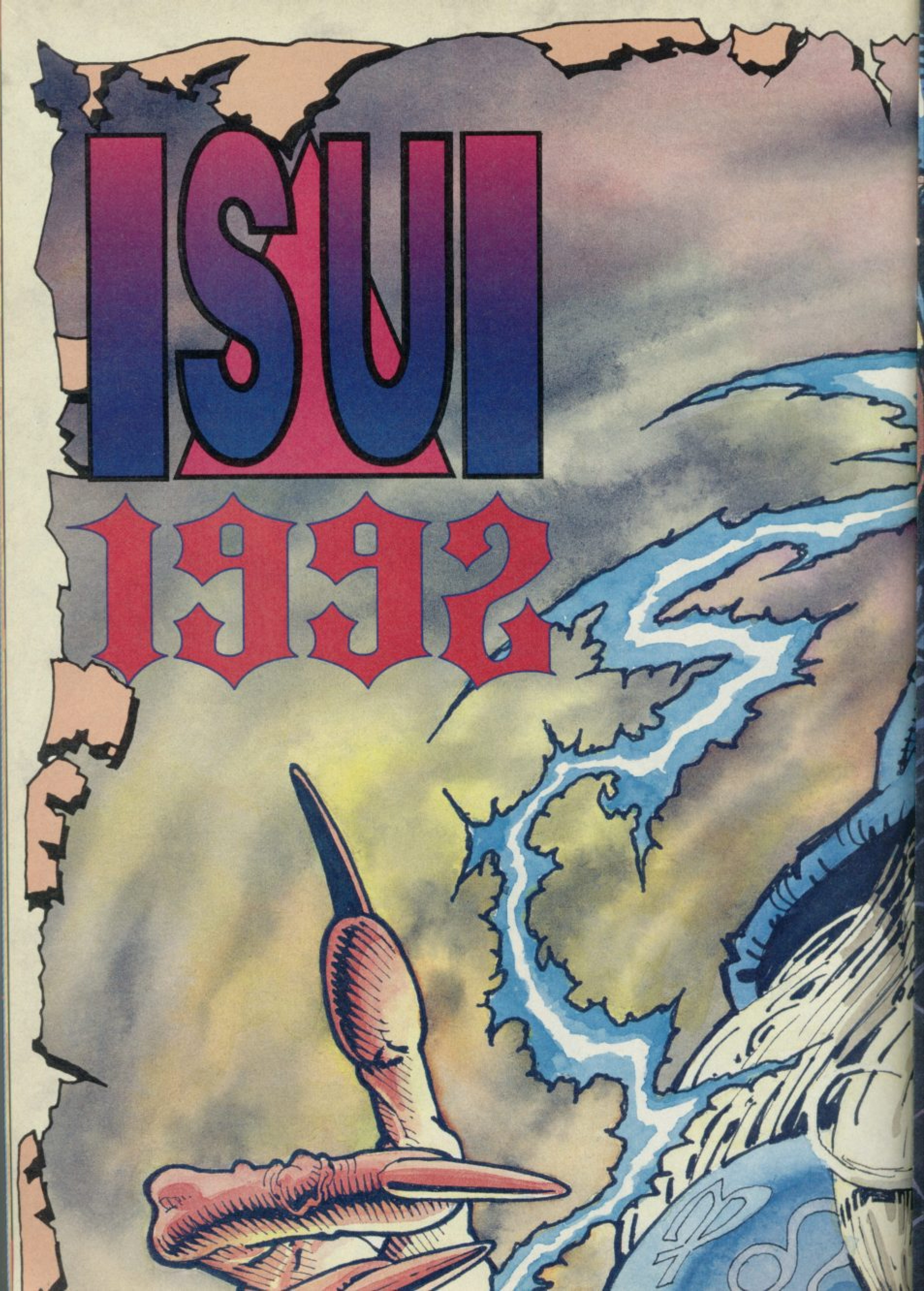


Forget graphics. This is a great racing management game!



Can you make it to the top?





ISUI
1992





JANUARY

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D FUN
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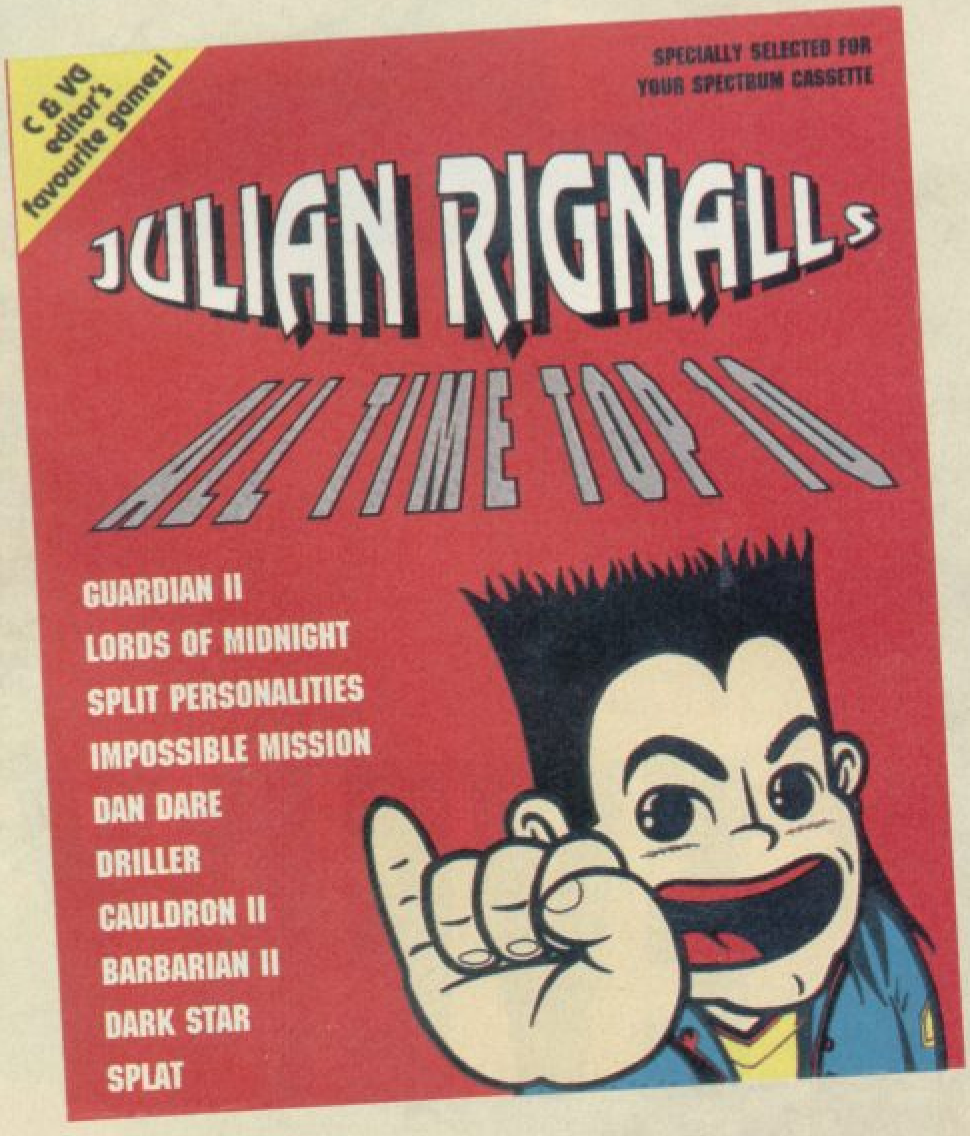
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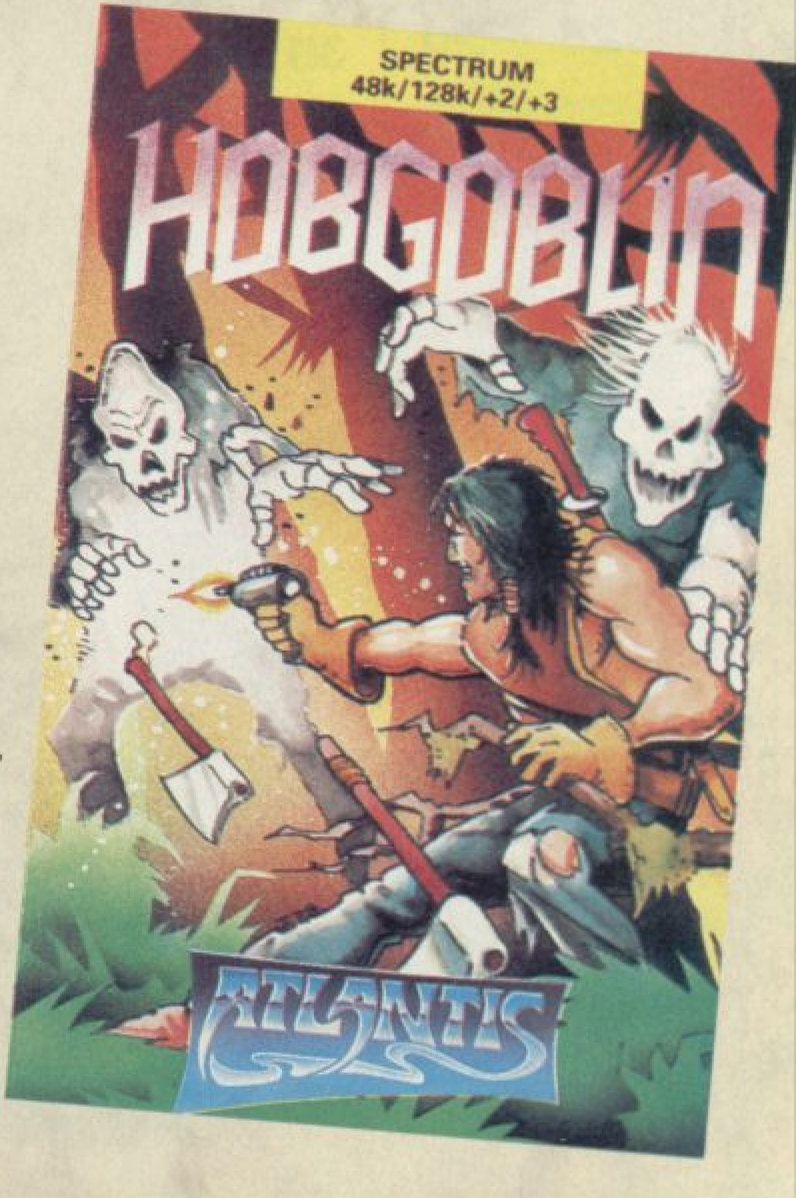
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the BIGGEST
views of 1992!







NOVEMBER

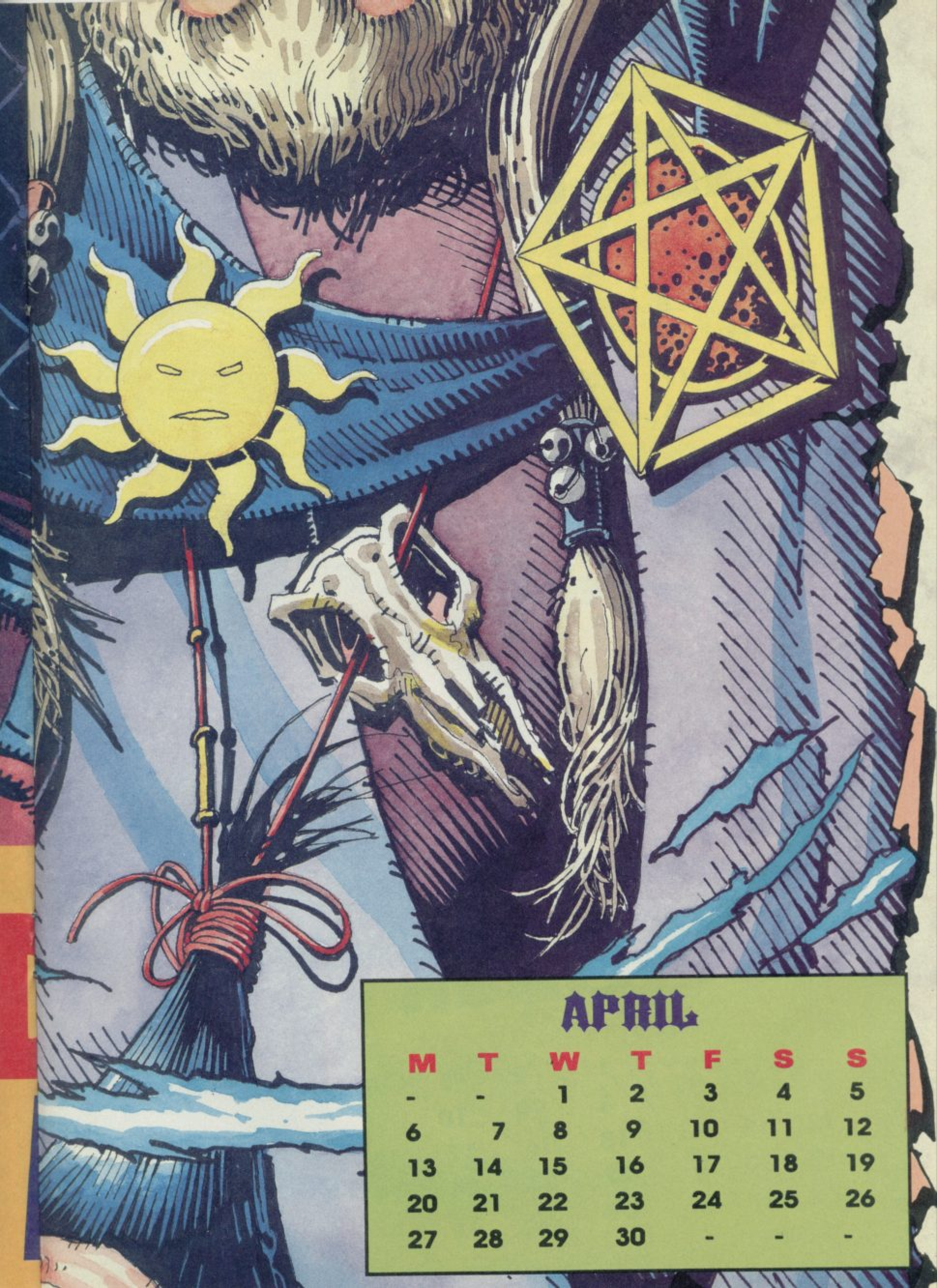
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ISUI

1992



JULY

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CAPTAIN PLANET AND THE PLANETEERS™

The polluter and profiteer Sly Sludge™



The degenerate and toxic Verminous Skumm™





Oil spills. Air pollution. Endangered animals. The award-winning TV show Captain Planet & The Planeteers has turned saving the Earth's environment into the ultimate adventure.

And now, it's your turn to go up against the most dangerous enemies our environment has ever faced - Looten Plunder, Duke Nukem, Hoggish Greedly, Dr Blight and more.

The forces of Earth, Fire, Wind, Water and Heart are yours. Put them together and become Captain Planet. Your Eco-copter is waiting.

THE POWER IS YOURS



Coming soon for your computer

Also available on video

MINDSCAPE



Sorceress

Greetings, mortals. You will, I hope, be pleased to know that my cold has now deserted me and has been passed on to several unsuspecting citizens in the local area. They are all wondering who to blame for this foul pestilence, but I'm saying nothing. Mind you, I would like to know who I caught my cold from in the first place!

I have my suspects and will pounce on them at a suitable moment, perhaps turning them into a frog or forcing them to appear on a Jeremy Beadle program, whichever is the most distasteful.

Enough of diseases, and on to a copy of the book "Computer Adventures - The Secret Art", written by Gil Williamson, and available, priced 4.95 from Amazon Systems, Lodge Hill Road, Farnham, Surrey GU10 3RD.

I know I've mentioned this before, but this is the first time that Amazon Systems have come into the picture as being the suppliers. They are a software development house and book publisher, run by Gil and his wife Beryl, and if they put as much care into everything as they have obviously put into "Computer Adventures - The Secret Art", then their future success should be assured.

The book by a spooky coincidence for certain Spectrum owners, is 128 pages long. It has that rarity of rarities, an index, although the index has some puzzling omissions. I have seen Isaac Asimov's name mentioned in the book on several occasions, and quite right too, but the venerable author is not to be found in the index, shame on you!

Apart from that slip up, the rest of the book is very good indeed, and contains some advice for anyone considering writing their own adventure games. Just about every aspect of writing such games is covered somewhere within the book's pages, and if you're struggling away trying to come up with even an idea, then you will find many examples to help you out.

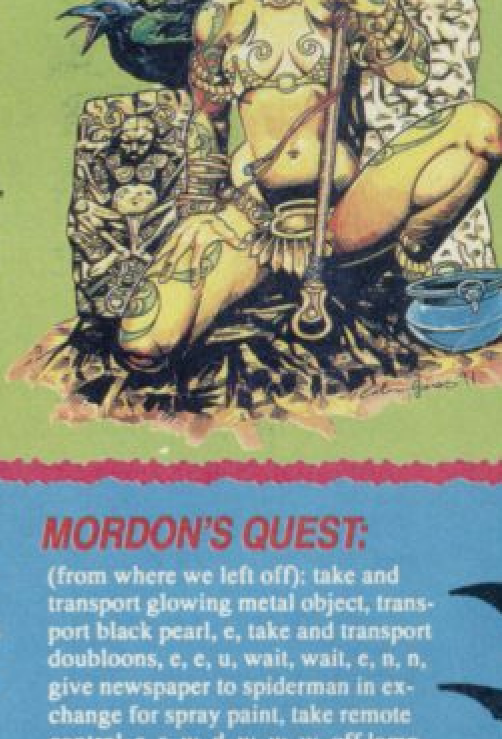
It starts with a discussion on text games versus graphics, before going into such areas as getting an idea, developing your cast of characters, what sort of problems to put into the game and so on. There are also chapters on designing and testing your games, as well as some helpful advice on publishing and protecting them.

A series of appendices then rounds off the book, including a mention of two books by puzzle-man extraordinaire Martin Gardner whose work I would heartily recommend to anyone interested in puzzle solving.

If you prefer playing games to writing them then you might like to know about a company called Guild, based in 760 Tyburn Road, Erdington, Birmingham, B24 9NX. The most expensive item I can find costs 4.00, although this for a compilation tape of mainly multi-part adventures, effectively giving you ten games. Individual games cost 2.00 each, except for one called "The Island" by Ken Bond, which costs 2.50. There are many titles and compilation tapes available so check Guild out by writing off for details. Any cheques etc. for Guild should be made payable to Glenda Collins.

Finally this month I must mention the Adventure And Strategy Club. They send out bi-monthly packs of adventure related material (news, solutions, reviews etc.) for a cost of 24 per year or as a taster you can have a half year subscription for 14. There's also a helpline service and offers of discount software. Write for further information to Hazel Miller, 17, Sheridan Road, London E12 6QT.

Byee for now minions!



Witts End



RED LION:

(from where we left off): e, s, e, e, s, s, s, e, blow horn (an eagle carries you up to the mountain), e, play flute (to charm the snake), examine dead wizard (the snake got him!), search wizard, get scroll, read scroll (it says: "My bearer Orcs may slay, by uttering 'AWAY'"), s, u, drop net over goat, down, milk goat (bucket needed!), n, w, s, say away (Orcs vanish), s, (the Orclord raises his hand and a ray of power rushes towards you, but is reflected by the mirror and kills the Orclord!), get crown, n, n, blow horn, w, w, w, s, e, down, e, n, (Frandolor takes the berry and crown and turns them into a glove!), get glove, talk to Frandolor, tell me about glove (he tells you to wear it and say "FALL AURON" and the Mire Lord will perish)...we shall see whether it works next month.

ESCAPE FROM HODGKINS' MANOR:

(more objects and their uses): insert the cartridge into the disk drive, use the phone to call Zhikov for the manual then use the manual to learn how to connect the disk drive to the computer. The computer is used to switch off the current, move the sacks to find a grille, give the croissant to the chauffeur, use the screwdriver to unscrew the grille, use the crowbar to lever the trapdoor, use the token to open the door in the garden wall, use the can of oil to oil the hinges of the cupboard, give the tray to the butler, insert the passcard into the Zhikov terminal, use the keys to start the car, use map to find the crossroads, and give the bone to Fido...and that wraps it up.

MORDON'S QUEST:

(from where we left off): take and transport glowing metal object, transport black pearl, e, take and transport doubloons, e, e, u, wait, wait, e, n, n, give newspaper to spiderman in exchange for spray paint, take remote control, s, s, w, d, w, w, w, off lamp, s, s, on lamp, s, s, s, s, s, s, u, s, s, drop aqualung, and the undersea area is now complete. Reach the adventure development area from the time machine by pushing the button while carrying the remote control and iron pyrites, give the pyrites to the jester, w, e, take piece of machine, e, s, u, transport piece...to be continued.

RETARDED CREATURES AND CAVERNS:

(from the start): examine door for castle description, examine stonework to see loose stone, get stone, examine lintel to see lichen, rub lichen to see inscription (you might have to do this more than once), read inscription to find out how to open the castle door, the missing words are tail and ass, read name to find out the

JEKYLL & HYDE:

(from where we left off at the end of part one): Start of part two, in the study: reply "yes" to Poole, read (from where we left off at the end of part one): Start of part two, in the study: reply "yes" to Poole, read diary, w, down, n, n, up, take bottle, take paper, take flask, put salt into flask, pour liquid into flask (you automatically drink the potion and become Edward Hyde), w, down, down, take hat, up, unlock door, n, lock door (to stop the tramp coming in and wrecking everything), n, (you see an urchin playing with some marbles, so move about until he stops playing, then...) scare urchin, examine wall (you automatically take the marbles), w, e, enter cab, n, w, drop marbles (in Lewis Alley), e, chase figure, s, take all (marbles caused man to trip up and drop membership card to club), e, wear hat to disguise features. You must now enter the club, play pontoon until you win 50 shillings or more, then leave it. It's all random though, so "memsave" before gong in and carry on until you win enough money. We'll carry on with this shocking story next time!

BENEATH FOLLY:

(from where we left off): Wear parachute, n, n, e, e, e, (shallows), launch boat, enter boat, row boat (swept along towards a waterfall), throw hook (which snags on something and you pull yourself to safety), e, (a dread cave and another pentagram), examine cave (find a crack in the east wall), examine pentagram (letter L and some bones), examine a skeleton (a pile of bones), examine bones (a tibia, a radius and a fibula), get tibia, blow tibia, e, (edge of mighty crack), jump (parachute opens and you float down), e, e (and yet another pentagram, which we'll deal with next time...)

stone mason's name. Before doing anything else, scrape boots, examine scraper to see that it is shaped like a donkey, lifting the tail will open the castle door, wedge tail (with stone) to make sure that the castle door remains open...to be continued.

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD:

(from the start, a note that the cat in the alley will disappear if you take too long to find it): Starting in your laboratory, take coat, wear coat, look, take ignition key, drop coat, n, n, n, e, e, i (you have one 10p, one 50p the ignition key, and you are wearing a magic ring. Rubbing this ring will get you out of trouble ONCE), insert 10p, look, n, take gun, examine gun (loaded), s, w, w, s, s, w, w, w, w, n, enter van, insert ignition key, drive north (and you are outside Eddie's house where you can stay until next month!)

DOCTOR GOO AND THE SAMORONS:

(from the start of part one): Part one: Inventory (sonic screwdriver), enter machine, get letter, read letter, drop letter, press button, out, n, n, get coat, s, e (by a robot dog), examine puddle (it's oil), wipe oil (with coat, w, s, wipe grill, unscrew grill, look, get grill, get nuts (the hole is a red herring), n, e, give nuts (to dog), n, read sign (restricted access), n, (forcefield pushes you back), throw grill, n, exam monitor (it's not working), hit monitor (it's not working), hit monitor (it is now working!), examine monitor...and we'll carry on with part two next time.

CHALLENGE OF ITHYUS:

(from the start of part one): e, n, n, (in a temple with flashing lights to the north...don't touch them!), open sarcophagus, redescribe, enter hole, get rope, enter hole, s, s, w, w, (by a gate tower), throw rope, climb rope, untie rope, s, down, e, get hat, w, w, up, n, n, get flute, s, s, down, down, e (an orc sees you and throws you off the ledge), n, n, (back at the temple), play flute (lights vanish), n, n, down, examine water (you get a vial containing gas), examine pile, kill rat, get rat, examine pile, get key, up, up, s, s, s, s, w, w, get rope, n (by a manhole cover), unlock cover, down, examine plinth, pull lever, get dice (which is six sided), now roll the dice six times to release Chandom, who leaves you a sphere which we'll start with next time.

MOLESWORTH:

(from the start): e, e, e, e, e, e, e, search clothes, buy petrol, w, w, w, s, enter shop, buy axe, leave, w, nw, enter shop, buy matches, buy newspaper, read newspaper, leave, w, n, read sign, drop badge, enter pub, buy beer, drink beer, yes, get key, buy guide, leave, drop newspaper, drop matches, get badge, wear badge, w, w, w, w, unlock gate, drop key, read notice, n, e, e, n, n, w, n, s, s, w, n...to be continued!



Letters

Andrea Morris, who lives in the port of Grimsby in Humberside writes: Two of us have recently been re-playing the game Agatha's Folly by Linda Wright, and we keep coming up against the same problem. This is, there are some scribbles on the wallpaper in the small bedroom, but we can't read them. We've tried pulling the wallpaper off, but it won't budge. Are we supposed to be able to read the scribbled writing or is it just a red herring.

It certainly isn't a red herring! First of all, you have to find a sponge in the bathroom, wet it and soak the wallpaper. That gets rid of some of it, but to remove the rest you must go up the path by the kitchen door and find the flat rock, then use that to scrape the paper, thus revealing the whole of the message.

Stuart Wright, who hails from Auld Reekie (Edinburgh for the uninitiated) writes: In the game The Legacy, how on Earth do you log on at the computer? I've found the computer disk, but nothing seems to work when I try using it. Could you please tell me what the log on code for the computer is?

No, go and find it yourself! Go back to the bedroom and search it until you find a brick. When you scrape it clean it will give you the access code. Now you can use the computer, enter the code and insert the disk and the rest is up to you!

Simon Taylor, a Norwich resident, writes: I've never managed to complete the game Castle Thade, so this may be my last crack at it. I always get stuck near the end, where there's a door that I can't open. There's a panel nearby which I have examined, I've pressed the petals on the flowers on the panels to open them, I've worn the uniform, and then when I move to the door I get stuck again. Can you please tell me how to open it before I go mad!

Strange isn't it, how attempting to solve adventures drives people to the brink of madness? In order to save Simon's sanity, I will tell him that he is so close to the solution, yet so far away. When you've worn the uniform and moved west, south, and east, you will see a guard. All you have to do is stop him (stop guard) and enter open door. Now, because you are wearing your uniform, the helpful guard will open the door for you.

Tom Campbell from Manchester writes: In Level 9's Return to Eden, when Graunch is asking you the riddles, I know that you have to answer them all correctly and receive 100 creds for each one of the riddles. This gives you enough money to complete the game but the trouble is that I can't answer the sixth riddle! It goes "You all know me, you don't trust me. Yet you give me life. With out muscles, I am mighty, no man is my chief. You can't see me, only hear me. I am the secret's thief". Help!

Aha, the nine riddles of Graunch, eh? The answer to the sixth riddle is the single word "News". Have fun with the rest of the game!

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GAME: Bubble Dizzy LABEL: Codemasters MEMORY: 48K/128K TAPE:£3.99

BUBBLE DIZZY



It's the fizz that gives whizz! Those little bubles really can move.

Having been stuck in many seemingly impossible situations during hard-boiled Dizzy adventures I've often thought about the amount of pleasure drowning the little sod would be.



Big bubbles do two things. Move slowly and last longer.

It's strange and spooky, but Captain Nasty the pirate commander obviously had the same idea but was able to carry it out, pushing poor Dizzy over the edge of his ship from the end of a gangplank. Now Dizzy's at the bottom of a deep underwater chasm with no-one for company except dangerous swordfishes, whales and seahorses, none of whom are particularly enamoured at the thought of having a pickled egg for an aquatic neighbour. And whose job is it to get Dizzy out of this situation? Yours of course!

The game is called Bubble Dizzy because in order to escape from each chasm, Dizzy must hitch a ride on gas bubbles which rise from the ocean floor like Perrier bubbles in a big, big bottle. Big bubbles are slower and burst sooner than small bubbles but they are easier to catch. But if you manage to grab a really small bubble you'll go shooting up the chasm at a terrific rate! The game sounds much easier than it actually is and although you may get bored with it at first, it does grow on you and get very difficult too as you progress through the levels.



Variety isn't really the spice of life in bubble Dizzy but the game has some original ideas.

Graphics and sound are quite basic but playability is good and makes Bubble Dizzy worth a look for those fans of Dizzy who want something different.

Garth



Hah! Bubble Dizzy is unfortunately less than effervescent, but is a worthwhile romp for ali Dizzy fans whilst his underwater antics may leave others a little high and dry.

scores

GRAPHICS	78
SOUND	62
PLAYABILITY	80
LASTABILITY	79

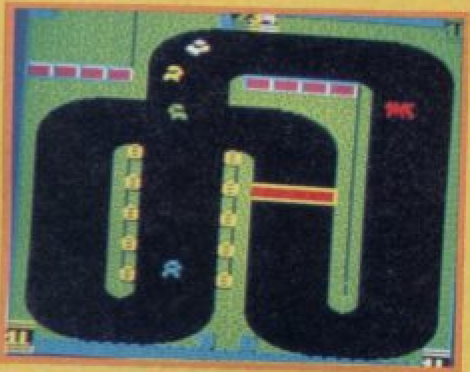
OVERALL 79%
Big Al Dykes

A untypical Dizzy game with our hero practicing the sort of water related japes that would have drowned him in during regular Dizzy adventures. A very simple arcade game that has some addictiveness but not nearly as much as it's predecessors.

GAME: 3D Stock Cars II LABEL: E&J MEMORY: 48K/128K TAPE: £3.99

3D STOCK CAR RACER II

Faced with the prospect of sell ing the Garthmobile the other day, it was through misty, moistened eyes that I peered at 3D Stock Cars II.



Four stock cars racing. But not the slightest bit of 3D in sight.

Known as a conscientious driver, especially be my local police force and meals on wheels lady, the idea of smashing up a few cars without loosing my no claims bonus or being as stupid as the Meadowell Estate boys, is quite appealing.

The game itself has a very dated format; viewed from above, the game is most definitely not 3D and sound consists purely of a monotone engine notes for each of the four racing cars. However, where Stock Cars II really scores is in the options menu. Here you can choose which combination of the four tracks you want to race over and even the skill levels of the computer cars that you must race against.

For each track that you have chosen for your Grand Prix, you must first race around the track to get your grid position. Then it's onto the race which, once again, can be as many laps as you want as you push your pedal to the metal, (actually you press the fire button!) and go for it!





Choice of tracks is excellent. It's a pity I couldn't find one that I could win on though!



Plenty of parking space here. Cars line up, with poll position going to the fastest practice lap.

ALAN:



It's a 'formula' track car racer, though the alleged 3D is false, but makes up by having over 30 different tracks and a four player option.

scores

GRAPHICS	62
SOUND	54
PLAYABILITY	83
LASTABILITY	74

OVERALL 74%
Garth Sumpter

Nostalgic, bird's eye view racer nicely spruced up by the use of extensive options. Not the best budget racer by far, but the four player option and the degree of choice of tracks should persuade the racers out there.

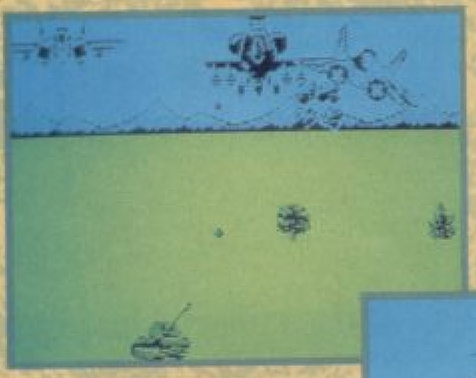
GAME: Quattro Fighters LABEL: Codemasters MEMORY: 48K/128K TAPE:£3.99




QUATTRO FIGHTERS




Bouncing around the world with a cheerful smile may well be the stuff of Codemasters legend, as borne out by that chart busting eggy fellow, Dizzy, but believe me, there's no substitute for a good blast 'em up, it gets the adrenalin flowing and works up a 'moowst bagelicious' appetite. Quattro Fighters could be the solution!



Watch that tank shooting at you or you'll have to silk it!

Of the four games available on Quattro Fighters, two are flying shoot 'em ups, Soviet fighter MiG 29 and Kamikaze. MiG 29 is a fast, forward looking flight sim game with excellent graphics and well above average gameplay. There are five different combat scenarios and the game, unsurprisingly involves destroying aerial and land based targets including American F15s, tanks and helicopter gunships. Skill and judgement are called for as you avoid flak, missiles and serious gunfire. It'll take a little while to get used to the various weapons and their selection but the game is all action the whole way through.

Kamikaze is less impressive and belongs to the Harrier Attack school of computer game. Scramble off the ground and attack the enemy's HQ with a dinky little aircraft that appears to fire peas at the old Bosche. The enemy will throw planes, paratroopers, helicopters, anti aircraft guns and even UFO's at you. Yes, it seems as though the whole galaxy is against the kamikaze pilot. The graphics are colourful though basic but the game remains fun, if a little infuriating, to play.



Easy boy, easy!!



Tally ho, you big rotters!!

The best of the two ground action games is without doubt Guardian Angel. A thumping good beat 'em up that's sometimes a little overdone in the difficulty stakes. In Guardian Angel you must low kick, high kick, thump and jump your way past the thugs of New York to make the city safe to live in (some hope!). Sometimes you're up against just one or two easy enemies but very often you'll end up fighting off many more, all at once, including some very tough dudes. Watch out for and avoid at all costs the bad guy with the fork lift truck, if he hits you you'll automatically loose a life, and the vicious rats of doom must be wiped out with punishing, long distance, low kicks. The action is fast and the graphics are quite clear. Unfortunately it can be a little difficult to control your sprite but this game is worth a look.

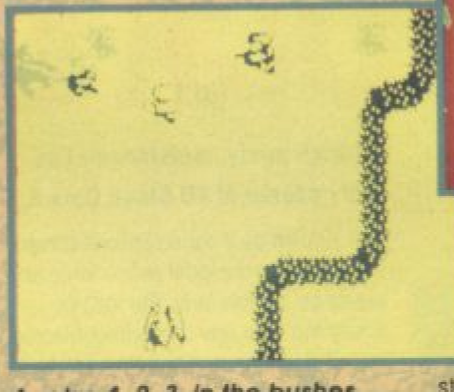


Weeny graphics make Kamikaze tricky to play at the best of times. This is the weakest game though.



Home, sweet home..





Accky, 1, 2, 3, in the bushes.

SAS Combat Simulator is very similar in concept to Airborne Ranger (reviewed last month as part of US Gold's Super Sim Pack) and although I personally don't like this type of game, it's still an average shoot 'em up with lots of weapon power-ups and a multitude of potential targets. The battlefield is vertically viewed and colourful although it sometimes gets a little difficult to distinguish between the various sprites on screen.



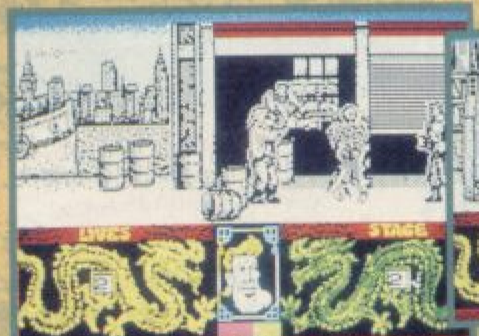
"Mum, mum. There're a load of Hells Angels shooting at me from the bottom of the garden!"

Quattro Fighters may not be an outstanding collection of big licences but there is lots of playability and lastability there. I would find it difficult to get enthusiastic about some of these games by themselves but they do put up a darn good fight as a collection!

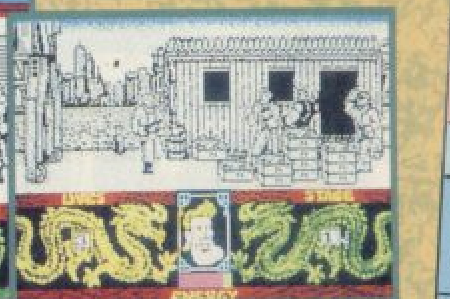
Garth



Codemasters are not known for outstanding quality of their games but their excellent playability makes them one of the most successful producers of games. This is borne out with Quatro Fighters - a reasonable and very playable quartet.



Absolutely lovely graphics.



At home with the G.A.'s Lesson 1. Impressing neighbours.

scores

GRAPHICS	79
SOUND	76
PLAYABILITY	81
LASTABILITY	83
OVERALL	79%

Big Al Dykes

Furious action from Codemasters as they put the eggs back in the fridge and concentrate on some firepower for the new year. Give me a gun, give me a plane, give me this game.

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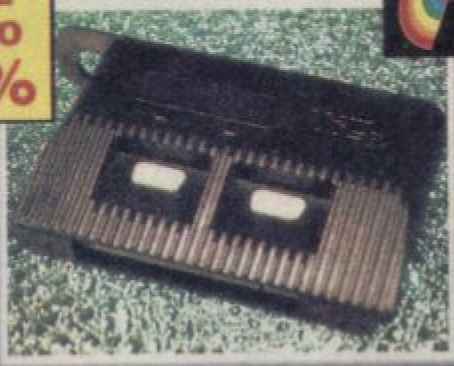
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GAME: Ghouls and Ghosts LABEL: US Gold MEMORY: 48K/128K TAPE:£3.99

GHOULS & GHOSTS

scores

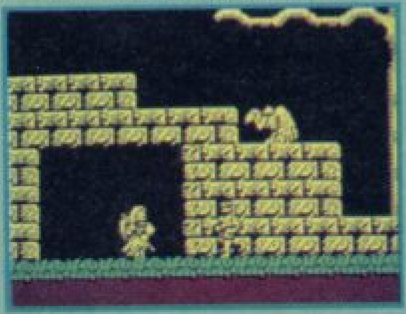
OVERALL 71%
Steve Keen

Call me Farty Farty Snarf Blast, but this would make big Al choke on a bagel. It's just too hard and fast and I haven't the patience to spend all that time dying.

Ghouls and Ghost was a brilliant arcade coin-op yet it's a classic example of a game that does not transfer well to the Spectrum.

In fact the game has been knocking around the home computer market for some time now and if you compare it to the competition of today it fails dismally.

It's a simple shoot 'em up affair involving the brave deeds of a knight. The levels change throughout the game, but my prediction is that you



Here's Arthur thinking about knightly things. The vulture is just thinking about breakfast!

won't get much further than the first graveyard scene. If boredom doesn't kill you frustration will. The enemy, vampires, bats and skeletons etc come at you from all angels, even out of the ground, and are extremely fast so if you miss one there's no use trying to run 'cos these guys shift it.

Don't misunderstand me. If you have the ability, time and patience Ghouls and Ghosts could be a great game; graphics are colourful and detailed, if a little small, and sound and gameplay adequate. Unfortunately I'm no Mother Teresa and will have to let it pass, but someone out there could do a blinding sequal.

Garth



Hey Farty! Ghouls and Ghosts is great! O.K. the graphics are a bit on the small side, but there's a lot to do if you're up to the job and I certainly am! I'd have given it a mark of 84% 'cos it just lasts and lasts.

GAME: Indiana Jones And The Last Crusade LABEL: Kixx MEMORY: 48K/128K TAPE:£3.99

INDIANA JONES THE LAST CRUSADE

scores

OVERALL 81%
Tony Naqvi

Whip crackin' Indy type action that takes you up, down and across with nicely detailed large graphics.

Da da da dah, da da dah, it's Indy again. Sean Connery made a big appearance in the movie but doesn't show his mug at all in this blockbuster game.

For that matter neither does the lovely, lovely, leggy blonde German spy but these faults aside, we have here a fine game with lots of variety, an incredibly accurate Indy main sprite and good, controllable action.

The four game levels take place in mazes that vary from caves to temples and to a Zeppelin. All the graphics look realistic and recreate the movie atmosphere quite accurately. As usual, Indy is on the hunt for lost, ancient artifacts which, as usual, are guarded by Tricky booby-traps and raving-mad natives. You also have the added problem of other mindless explorers running around waving guns and trying to shoot you.

On level one, Indy begins in search of The Cross Of Coronado by collecting his famous whip with which He only has a limited amount of uses as shown on the screen before it runs out, and also he must collect burning torches to keep



the caves light. After using ropes to jump Tarzan-style across obstacles, including a difficult waterfall, he should be able to locate the Cross and make his escape over the top of the train. Other levels include the creepy catacombs, a huge airship and the final search for the Holy Grail... Indy and the Last Crusade is a good action game. The playability is good and graphics are brilliantly detailed, unfortunately the sound is very basic and doesn't do the game any justice, but apart from that it's still well worthwhile buy.

Garth



Running along the tops of trains, fighting my way out of giant Zeppelins, killing rats, yes it's all in a days work for me but even superheroes can tire of it all after a while.

GAME: Hard Drivin' LABEL: Hit Squad MEMORY: 48K/128K TAPE:£3.99

HARD DRIVIN'

It's the celebrated roaring return of that classic arcade race game, Hard Drivin' to the Speccy. But



with so many other racing budgets will it make the poll position?

Fast 3-D has hardly ever been implemented so well as in this Grand Prix style racing sim. Nigel Mansel, step out of your flame proof undies there's a new kid in town!

The course consists of two tracks, Stunt and Speed. Both are pretty self explanatory really, but the stunting mayhem needs some elaboration. There are three main stunts, The Bridge, Loop The Loop and The Bank. The course is littered with speed signs which you have to adhere to like superglue if you want to stay on the track and going too fast on approach to the obstacles is guaranteed to either send you into orbit or ruin a perfectly good jump suit!



Every race has the same aim; to screech across the time check points in the allotted period and qualify to race against the Phantom Photon (Boo Hiss!). Great graphics and growling sound effects make this game take pole position!

Garth



I've never been a fan of Hard Drivin' as I find that the simulation of actual race driving is too accurate. The gameplay is very tricky for the uninitiated. Not a game for the youngsters.

scores

OVERALL 85%
Steve Keen

Great 3-D that updates almost as quick as a blink of the eye. The driving system takes practice, but should be well within most people's reach quite quickly.

GAME: Rick Dangerous LABEL: Hit Squad MEMORY: 48/128K TAPE:£3.99

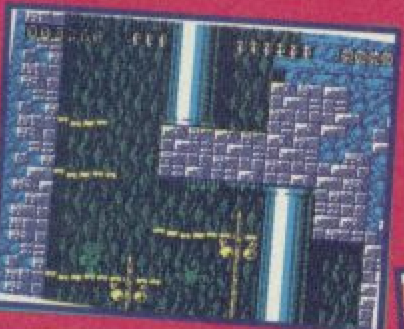
Rick Dangerous

Alan
I was nicely surprised when I found I had to think about several situations before I tried to tackle them. An excellent arcade brain teaser.



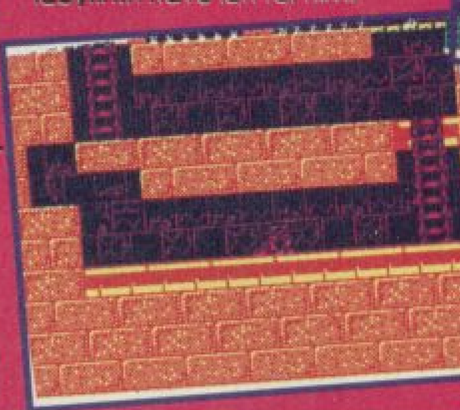
scores
OVERALL 79%
Garth Sumpter

Quite a hit when it came out, Rick still deserves a look at even now. Colourful graphics coupled with easy gameplay and brain testing situations make Rick a sure fire budget hero.



That tricky Ricky Dangerous, leaping, sproinging scaled down version of a pistol totin' hero is back.

But not in a new adventure this time, but finally he's made his way onto a budget label. Over two years old now, Rick Dangerous is a multi-level, platform game that has Rick slowly making his way through a series of underground catacombs, collecting points and ammo for his six shooter, and most importantly, avoiding all the traps and pitfalls that the previous owners of this des res labyrinth have left for him.





Play isn't easy but does follow a pattern so that with perseverence you can finish the game and with colourful graphics, great deal of humour (just look at the patrolling nasties haircuts), Rick Dangerous is a good budget buy for anyone that likes an action game that requires a little bit of thought.

GAME: Hobgoblin LABEL: Atlantis MEMORY: 48/128K TAPE:£3.99

HOBGOBLIN

When I picked up the box for this little beauty, I was overcome by a strange feeling. What was it? Well it was all milky and chocolatey and I felt that it wouldn't ruin my appetite.

I was right too. Hobgoblin is an old game. A very old game but brought up to date by Atlantis so that you can use the good old Sinclair joystick ports to plug in to (and a good job too, I can tell you).



It's your job to recover the Golden Orb of Altoris. Why? Well, someone's just noticed that it's missing and they'll have to buy a new ornament if they can't cover the patch on the sideboard where there's no dust.

Throughout sixty screens, you must jump and shoot your way past the denizen's of Hell that serve purely to bar your way (a bit like some Arsenal supporters I know!)

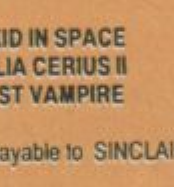
To help you there are several bits to collect that will help you in your quest; flaming arrows increase your range whilst glowing daggers and treasures increase your power.

A bouncy, colourful game that whilst simple, will take patience and skill before you'll be able to complete it.

scores
OVERALL 81%
Garth Sumpter

An old, pre +2 game, sound is greatly lacking on this but it remains a worthwhile addition as very few people will have seen it before.

Alan:
I've never seen this before (See, I told you so -Ed) and it's pretty good with colorful graphics, speedy movement and straightforward gameplay.



other stuff

Well Christmas has come and gone Checkouters and we're another year older and another year wiser. We're know certain that Auntie Glennis hasn't got a clue what to buy her nephew as you've ended up with yet another 2 record token or a really untasteful fluorescent train spotters anorak. But never fear because the fun's not over yet! As the new year heralds the arrival of that British phenomenon we call the January Sales and whilst every adult throughout the country is severely strapped for cash, all of us groovey kids are n loaded!



GET IT TAPED

If you can't keep away from the big boys it's not always guaranteed to knock a hole in your pocket because you can pick up a Saisho walkman for as little as £9.99 or you can go all the way and get a Sony top of the range piece for £129.

CHEAP BEAT

And what better way of spending all your lovely Christmas dosh than on a little item from Checkout. It's amazing what you can pick up these days if you stay away from established brand names such as Aiwa and and Technics. A quick trip down to your local Index and you'll be able to get acquainted with Dainichi. They're offering a twin cassette, radio record player hi-fi with twin speakers for only £49.99! You can't beat that!





THE WORLD IS A STAGE

In case you hadn't heard, Karaoke is taking over the planet (or Space Commander Coloninabadway). But with Karaoke, you can now have your own machine in your bedroom as the whole system has been miniaturised in size and price to only £99.99 so if you've got the yearning to be a pop star you can't get a much better start in the field than this. Garth's own special versions been around for months and comes complete with EMI record contract and seagull feather quill pen!

MARIO ROCK BOTTOM

If your parents are giving you hassle about the price of a Gameboy and its software then Nintendo themselves might be able to provide the answer. Especially for those who are short in the pocket. Mario Cement Factory and Legend of Zelda are full adventures for





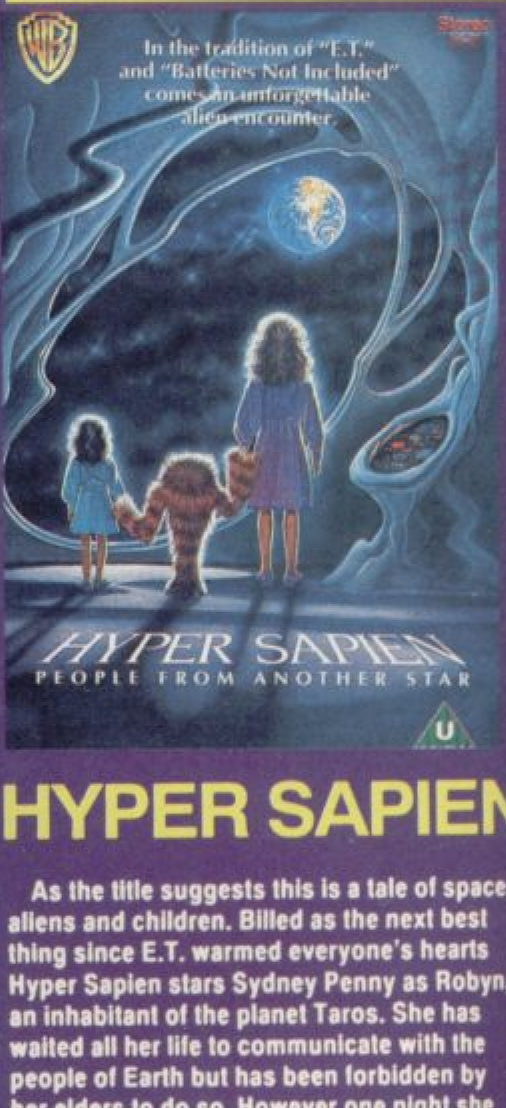
HOLY HAND HELDS!!

Grandstand gave up the pursuit of putting out small handheld electronic games years ago and now all their releases seem to try to be as big as the arcade games themselves. The latest games out are Batman and Astro Wars. Both are complete with joysticks, electronic sound effects and numerous levels and retail at only £19.99.





videos



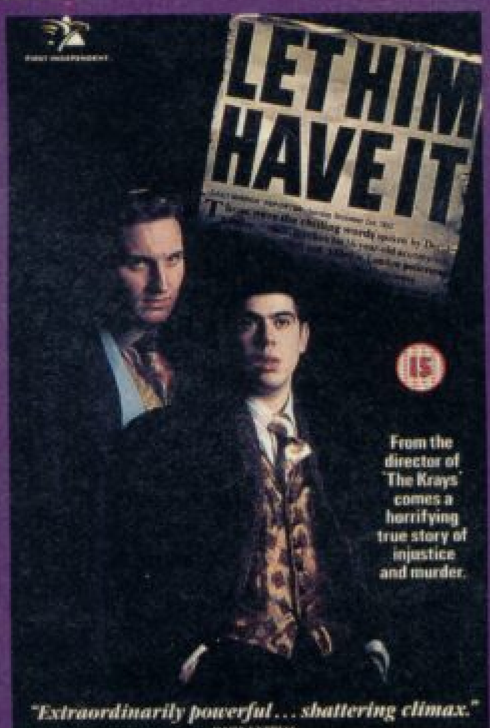
HYPER SAPIEN

As the title suggests this is a tale of space, aliens and children. Billed as the next best thing since E.T. warmed everyone's hearts Hyper Sapien stars Sydney Penny as Robyn, an inhabitant of the planet Taros. She has waited all her life to communicate with the people of Earth but has been forbidden by her elders to do so. However one night she decides to pay an unscheduled visit with her young sister to our planet and unbeknown to them their pet Tri-Lat, Kirbi. Whilst on Earth the wondering group are found and befriended by a farmer, Robert, who takes them to his Grandfather's ranch where they are made to feel at home. Robert is mesmerised by the beautiful Robyn and when the trio's disappearance is noted, the elders dispatch a craft to go to Earth and retrieve them. However, their arrival here sets in motion a chain of cataclysmic events that change the lives of all who come into contact with the miraculous visitors, perhaps forever. A delightful tale of fantasy, romance and humour. Some great special effects and an engaging tale. Not quite up to the fabulous E.T. but if you're looking for a space fantasy and would like to see aliens from an extra terrestrial point of

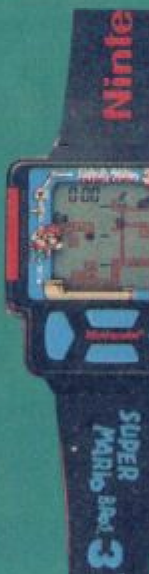
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LET HIM HAVE IT!

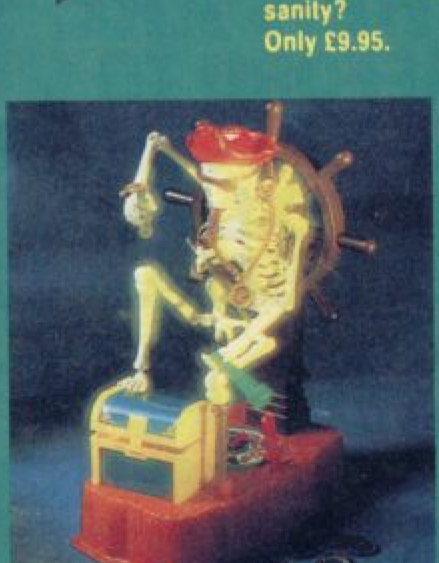
Set in the drab world of post-war Britain in the 1950's this film tells the true story of two boys convicted of the murder of a South London policeman. One of the boys, Derek Bently (played by Christopher Eccleston) is mentally backward and epileptic and, after being released from approved school at 17, becomes a recluse. However, one day he meets Chris Craig (played by Paul Reynolds), a flash and cocky young thug who dresses like an American gangster and a hardened criminal since birth. The impressionable Bently is impressed by Craig's seemingly glamorous lifestyle and the underground world he inhabits with such familiarity and develops a relationship of convenience and loyalty with him - accompanying the hoodlum on all his jobs. When Craig is finally arrested he is given a 12 year sentence and his comrade vows revenge. Going against his family's wishes, Bently sneaks out with the thief for a midnight burglary not knowing his partner has bought a gun. The police get tipped off a policeman. Both boys are tried for murder and because Craig is too young for the death penalty he is sent to prison. Bently however is of legal, if not mental, age and is hung. One of the most controversial legal battles in history surrounded this case and when the film was first released over 50 MPs witnessed a special screening before the film could be seen by the general public, so view it while you can.



IT'S MARIO TIME



Now you can have an entirely different excuse for being late for school. Mario is getting everywhere these days and now he's infiltrated wrist watches. The Mario adventure on a watch will ensure that you'll never fall asleep in Mr. Grotbags' maths lesson again. So what's the price of sanity?
Only £9.95.



SPLAT!!

Amongst MB's Christmas haul is the game Splat! A slight parody of the arcade smash where you had to whack the alligators on the head as they came out from their holes with a huge foam mallet. The mallet has been replaced by a hand and the reptiles by insects and the whole thing has been put to a very entertaining board game.

PICTURE THIS!

Anyone who's looking for a party game this season should look no further than Pictionary. Players take it in turns to draw or guess what their partner is describing on paper with pictures. The game owes as much to luck as to artistic temperament so it's perfect for young and old. You'll be amazed at some of the things your partner will come out with and it's a good idea to keep the sketches to look at a later date, they'll be unrecognisable.

PICTIONARY
THE GAME OF QUICK DRAW

RETURN OF RUBIK

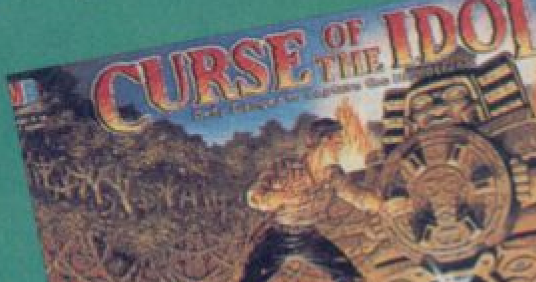
Remember Rubik's cube well the professor has come out with another set of puzzlers to get us wrenching at our hair and asking the neighbors kid for the solution. There are four in the series Rubik's Dice, Rubik's Triamid, Rubik's Tangle and Rubik's 15. Every one is as taxing as the original cube and the range costs between £5.00 and £10.



RATTLE ME BONES

Talking of parodies the same company that bought you Buckaroo! have another smart adaptation on the theme. Instead of taking equipment off a horse without it bucking, you must relieve a glowing skeleton pirate of his loot. One false move and he rattles himself silly. Rattle Me Bones is for two to four players and is £15.99.





CURSE OF THE IDOL

You might have seen the T.V. add campaign for Curse of The Idol. This thrilling 3-D adventure really is packed with action and takes on a sort of Indiana Jones theme. Your mission is to go around the board and steal a jewel from a huge idol without falling prey to its deadly curse. You won't want to stop playing this one, that is if you can drag yourself away from the Speccy!
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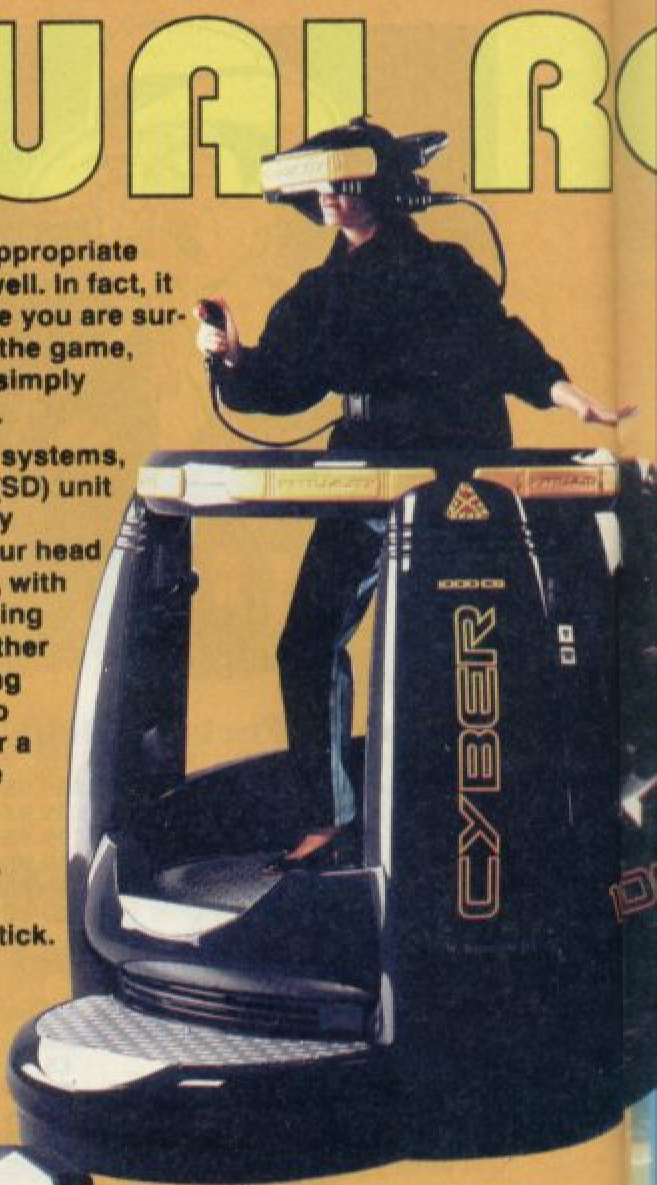
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VIRTUAL R…



You've probably heard quite a bit about an area of computing called Virtual Reality in the last few months, with most people concentrating either on the seamier side of the concept (yes, it's finally arrived - snogging by computer) or the more snorey boring applications of molecular visualisation.

However, thanks to a totally British company (cue national anthem, stand up, salute flag, drop trousers etc) W Industries, Virtual Reality has now been brought into the arcades.

What is Virtual Reality, or VR as we trendy types like to call it? Well, it means putting on a helmet with two tellies inside, one of for each eye - so that you get a full 3D effect. But the really clever thing is that, your head movements are monitored by the computer using magnetic fields. This means that when you do move your head, the view in the headset moves the appropriate amount as well. In fact, it feels just like you are surrounded by the game, rather than simply looking at it.

WI do two systems, a Sit Down (SD) unit which simply monitors your head movements, with you controlling the game either via a steering wheel or two joysticks, or a CyberSpace unit, which has you standing up wielding a Space Joystick.

This month SU's man with the loose change, John Cook, takes an intrepid journey into the world of the games of the future that we already have today - games that are VIRTUAL REALITY



The Space Joystick is tracked by the system as well as your head, and it can be anything the game tells it to be - a gun, wand, photon sword.... or watering can!

The two games currently on the System are ExoRex (on the SD and Networked together in a Simulation Centre at the Trocadero, Picadiliy Circus, London) and Dactyl Nightmare, on the Cyberspace unit. Both are awesome - get down and find out where some units are near you and try it - computer gaming will never seem the same again!

TOAPLAN GHOX



From Toaplan, usually up to their necks in massively fast sprites and lasers. This one is a Breakout variant that is both technically and creatively excellent. Try it!

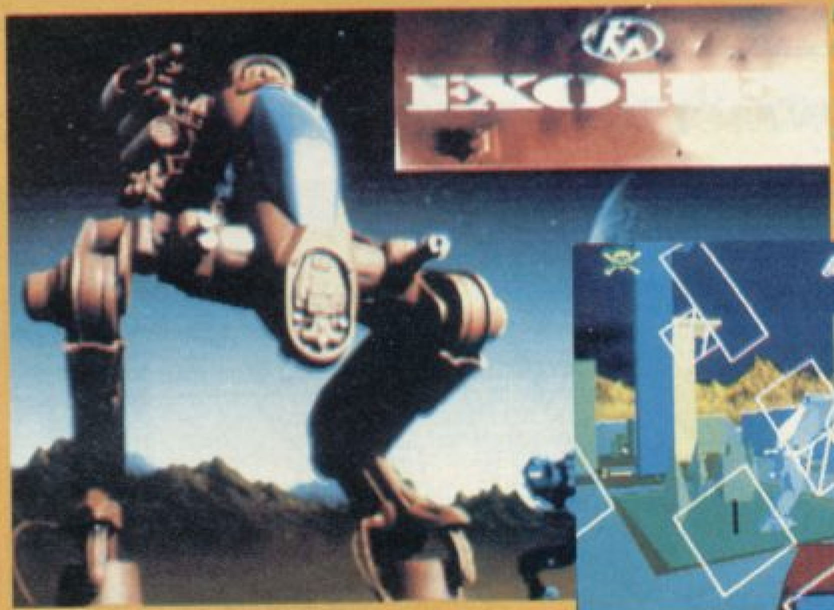
ADDICT FACTOR 85

TUMBLEPOP DATA EAST

A bit Bubble Bobblish - but none the worse for that, this is a level based platform bash which has also been a bit inspired by Ghostbusters. Not great, but worth a few goes.

ADDICT FACTOR 81





Pull a lever and a virtual reality map of the arena appears, superimposed on your 3D view. Impressive.





An outside view. Two Preying Mantis's slug it out against an amazing backdrop.

ADDICT FACTOR 95

EXOREX

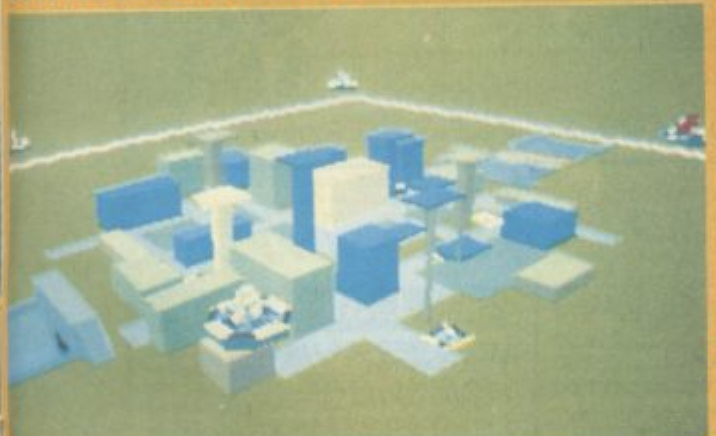
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Within the Mantis: That green enemy looks like dead meat from here.

Falsely imprisoned by the Evil ExoRex Corp, you are given a last chance of freedom - fight three other convicts in a Trial by Combat like you've never experienced before!

Set in the abandoned city of Arena, you are driving a bi-pedal leviathan, a MANTIS (Medium Armoured Normal Terrain Incursion System) with lasers, guided missiles and a Mapping system of the whole City. That's the good news. The bad news is that you are fighting against three other desperate convicts, also trying to prove their innocence. Death or Glory - Exorex is fast, frantic and jolly, jolly good.



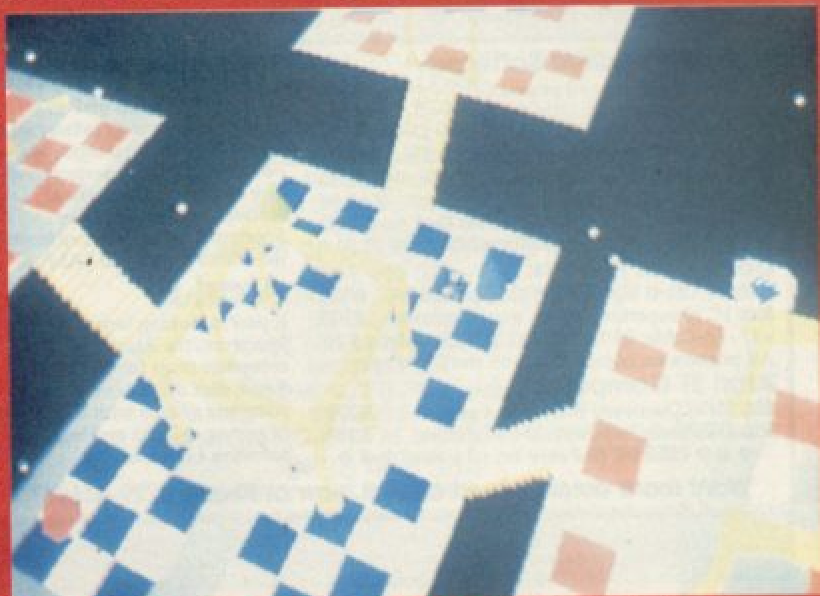
An outside view of the Arena: The city of terror, all who go there beware.



DACTYL NIGHTMARE

OK - you're in a weird landscape of floating platforms in Space. You have a gun. There's another guy in there with you. Along with a 60 foot wingspan Terradactyl. You have to shoot each other as many times as possible. Sounds like fun? It is!

ADDICT FACTOR 92



Dactyl Nightmare, playfield and table scene. Battle it out on floating platforms in space.

NEO GEO SOCCER BRAWL



Soccer games - don'cha just luv em? This is one with a difference - as you all play a bit like Wimbledon did a few seasons ago - shall we say, a bit aggressively? A fine horizontally scrolling bash and another good addition for the fab Neo Geo.

ADDICT FACTOR 84

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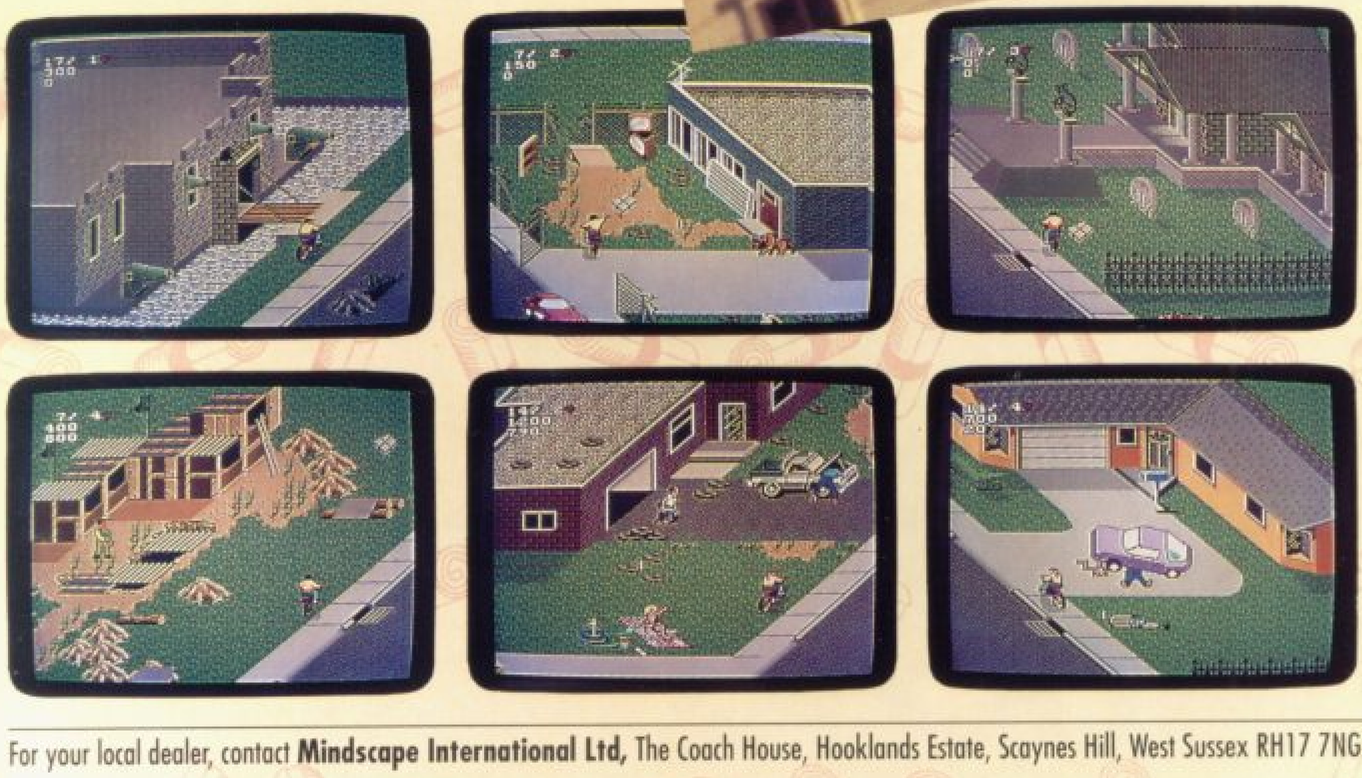
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